



# DIGITAL PRESS

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## CRAMMED

EDITOR'S BLURB by Joe Santulli

Picture my usual routine when I print out the last page of *Digital Press*. I go downstairs with the finished product in a neat stack, tear open a candy bar, and read the thing with a cold Yoo Hoo on the side. Now picture my routine, thrown into a state of total exaggeration. Due to the size of this issue, I will have to spend twice as much time in the gym to work off the six-pack of Yoo-Hoo and the bag of bite-sized peanut chews I polished off while celebrating the completion of *Digital Press* #12.

But hell, it's summertime! You guys want something that you can take to the beach with you and impress members of the opposite sex with! Something you can use to help reflect the sun's rays onto your chalky-white skin! Something you can use to dry yourself off with after a lap in the pool! Here it is! The largest and most incredibly incredible issue of *Digital Press* ever released!

It had to be this way, really. We had a CES to go to, Tokenmann returned from his two issue hiatus, *Scavenger Hunt II* is under way, Intellivision programmer **Ray Kaestner** was waiting for his interview to be printed, probably feeling inferior to Daniel Bass (it's not true, Ray! I was saving the best for last. No wait - just kidding, Daniel!), Fantazine editor Pat Reynolds took me up on "**Fanzine X-ing**", and we received nearly two dozen fanzines for **FANTasmagoria!** Alright? It's time for me to get working on that sudden gut!

## KARL & JOE'S EXCELLENT ADVENTURE

by Joe Santulli

On the plane ride back from this year's Summer Consumer Electronics Show in Chicago, I tried to think of a way to summarize, in one paragraph, the "intangibles" of the trip - the things that videogamer's would only want to know about for background information. I flipped through the brochures and magazines that I'd picked up during our three-day visit and in no time I realized that these intangibles were actually much more interesting than the CES itself. So if you're an info-

maniac, just skip this part and jump into the CES highlights. The rest of you, especially those who have never been to Chicago, I submit to you the details of this most excellent adventure.

At no point in the planning of this trip did I expect to spend the majority of the time actually AT the show. Sure, we wanted to see what was new and exciting in the videogame world, but what a perfect opportunity to conduct a non-stop, full circuit, balls-out assault on the windy city. In our eyes, at the end of the trip, that's exactly what we did. Here are some of the notes I compiled while touring CHI-town.



THE 1993 INTERNATIONAL SUMMER  
**CONSUMER ELECTRONICS SHOW®**

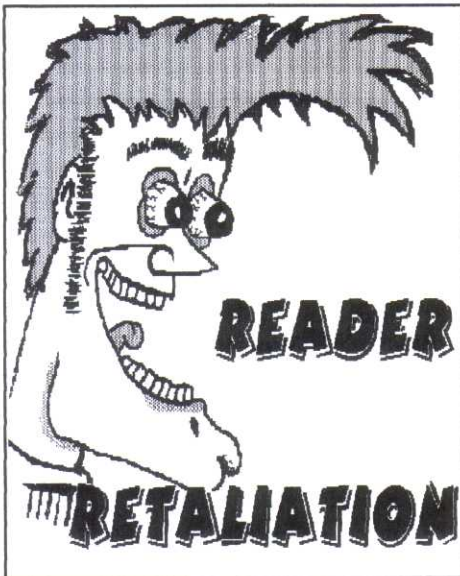
### ON PHONING THE WIFE

Lesson one. Never, never call your wife at the END of a day (say, 10:30 at night) when away from home. I'm recently married, still learning. 'Nuff said.

### ON THE SEARS TOWER

Coming from the NYC area, I didn't figure the Sears Tower would be a big thrill. It wasn't. Our visit to the skydeck was undermined by long lines, a troupe of eighth graders, and WAY too many non-english speaking persons. In moments of weakness, I imagined people in line ahead of me, eighth graders, and about fifty Germans(?) sailing off the skydeck. I realized much later that this was probably punishment for sending another non-english-speaking traveler off in the wrong direction when she asked US for directions only hours earlier. What comes around goes around, I guess.

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## THAT BELGIAN GUY AGAIN

Hello Jim,

Please do not immediately turn Redd in the face when you read this letter from me.

In the first place, I was very happy to read my own letter in DP. This was a real upgrade for the fanzine! On the other hand I am disappointed that you:

a) did not take the challenge to give the reply in French

b) did not pay yet any author's fee for my publication

c) not sent me the cartridges you received the money for

But believe me, you still can't get me mad for all those things. Whatever you try to do to me. Belgians are tuff and very fond on practical jokes and classic games. At first sight I thought such behavior could simply be a lack of elementary education, but I was just informed that it probably has to be disease: the "Santulli-syndrome". This started in a valley somewhere, but now it is definitely situated in New Jersey. There is nothing to do against it and the symptoms are different depending on the individual who caught it. Most people who got the "Santulli-disease" forget everything, or can't write anymore, or start playing Nintendo and Sega games, or move house suddenly. In a later stage they even change their names: men their first name and women even their family name. Two very extreme cases are discovered: Liz Santulli and Joe Backiel (please don't tell them, try to write it on a short note!). The worst case we know is a man who even changed his whole name in "Joe Santulli".

The only medicine until today, but with a minor influence, could be eating a daily portion of very thick Belgian waffles. A long term therapy could be also editing a fanzine, to prove that you still

can write a bit and hopefully in a later stage you can send letters directly to other persons again.

Until today there are still medical discussions around if this is really a virus of which the infection is brought over by letter, or that you are simply born with it and that it is reflected later only in the adult (!!?) state. Some religious people call it also the "Santulli-curse". However, one thing is for sure: with all people who have it is proven they had a brain damage in a juvenile state. That is what they mostly admit. Very extreme cases even stuck up in the juvenile state mentally, although they physically have already an ugly beard. Besides not willing to write letters, they do not want to shave neither.

Jim (mind if I call you with your former name?) of course you will hopefully understand that this is not the real reason I write you. A shrink will have informed you certainly about the mentioned problems already. The main reason is that I:

a) do not want to receive the ordered 5200 cartridges anymore because you waited so long to send them and I got them immediately from a (reliable!) source.

b) do not want my money back and I ask you to transmit it directly to Kevin (still Oleniacz!) for buying me carts of sportsmen (Joe Montana! Can hit a ball but did not write to me neither!)

c) only give you permission to publish this letter in DP which certainly contributes (again!) to bring it to a higher level, if you send me the 5200 cartridge Montezuma's Revenge (Starring Panama Joel)

To resume actually: why should we complain about a JR if we have a JS! So please put in the next DP a free ad under my name: FOR TRADE: 1 JS against 10 JR. Send letter to Joe Bleys: no response guaranteed.

So Jim, my fiend (oops!) I hope NOT to hear from you anymore.

Werner Bleys  
BELGIUM

*For those of you who've asked me "What's that Belgian guy's problem, anyway?", I think I finally have an answer. Remember when you were first learning about manhood: you got new hair in strange places, your voice changed, and funny things were happening "down there"? Try to understand poor Werner's situation. Not only does he have to reckon with these things, but also with the prospect of living the rest of his life in a country where the dam could burst at any moment, spilling fish and poisonous slugs over the straw huts that the natives call home. We all wish you the best of luck, Werner, in what must be a very difficult time for you.*

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## NEWLYWED

Hi Joe!

How are things going? I have just a few comments, all of which are of pressing importance. Here goes.

1. Rebecca and I encourage you, if you can, to go monthly. We'd be willing to pay the extra cost, and if it would help for me to do some writing for you, I stand willing.

2. Nintendo 8 bit is more or less a dead system, and I imagine people in the future will begin to collect rare Nintendo carts just as people now collect 2600 carts. Heck, some people already attach a collector's premium to Nintendo carts. Here are a few examples, gleaned from dealers, I've noticed so far: Tengen Tetris (still commanding \$200, with rumors as high as \$400), Galaga (I've seen it 3-4 different places at \$60), Arkanoid w/controller (\$60-\$80 range), Donkey Kong Math (\$40), Qix (\$35), Pac-Mania (\$35) and many others. Here's the point: I want to pick up Nintendo carts that are or will be considered collectible, and I see them used, but I have little idea which ones to pick up. I saw a Nintendo Death Race for \$12. Is this a collector's item? "American Video" titles? Beats me. PLEASE WRITE AN ARTICLE ABOUT THIS! I have seen the collecting future, and it is Nintendo.

3. Rebecca and I got hitched on May 15th. Any advice on ways to keep a video marriage together? Please no suggestions concerning the Mystique carts.

Jeff Cooper  
Tulsa, OK

Jeff, my good man, first of all - CONGRATULATIONS! Here's my secret to keeping a video marriage together. Sex, Sex, sex, sex. Aren't you glad you came to me for advice? As for number 3 on your list, I can only say that your paragraph there is the best "Collector's Information" I've seen so far. I usually pick up ANY NES game that falls under the \$6 mark, and I haven't really been paying attention to the rare ones. We'll chat soon about gathering some information for a future article. Finally, I like the idea of DP monthly. I'm just having a hard time visualizing the constant deadlines. I may have to take you up on your offer to write!

## ATTENTION NES FANS

Dear Joe,

Thanks for sending your latest issue of DP. It was really well done. I like the new layout, DP looked better this issue than it has in the past. I enjoyed the NES checklist, as I'm a NES freak when it comes to old games. However, I think you

missed a few. Slalom, Balloon Fight, Ninja Kid (Bandai), Karnov (Data East), and Renegade (Taito) were all made in the '85 - '87 era. I found them in the ultimate guide to pre-dominant Nintendo, "The Official Nintendo Player's Guide", which is copyrighted 1987.

Nice job with the Runner-Up Fanzine of the Year award Joe, in my opinion, it was rightfully earned. By the way, a new book by David Sheff called "Game Over" details the history of Nintendo (almost day by day) and includes startling information about the botched deal with Atari to buy the Famicom. And about the Coleco/Nintendo/MCA fiasco with Donkey Kong, it's a must read...

Chris Johnston  
"Paradox"  
Naperville, IL

*Always good to hear from you and the folks at Paradox. You're perfectly correct about the NES games you listed. I don't know how I missed them, Slalom has always been a favorite of mine! Thanks for the book info, too. I'll bet a few of our readers have been looking for some engaging poolside reading - "Game Over" should fit the bill!*

## COLLECTORS GUIDE NOTES

Dear Digital Press,

I have heard of your Price Guide and would like a copy. I also know that you do not list a cart that I have. It is the Democart-2 for the Channel "F" Fairchild Entertainment System. If you pay any attention to the "2", one might assume there is a "1", although we know this isn't always the case. I have also sent a copy to the "Guru from Omro". I'll let you know if I ever scrounge up Democart-1.

Wayne Dunphy  
Eagan, MN

Dear Joe,

Wanted to make a couple of additions to your Digital Press Collector's Guide, both in the area of non-cartridge items. The first is the Sears Tellegames Arcade II (a.k.a. Atari 2800) and its controllers. The system was a four joystick port model of the 2600 that had a case similar to the 7800's. The controller was a combination joystick and paddle control.

The other item is the Coin Controls Competition Pro Joystick for the Atari 5200, a self-centering joystick with a ball-top and Y adapter built into the cord to connect a standard 5200 stick (giving access to the keypad).

W. Jayson Hill  
Knoxville, TN

*I must thank you guys and everyone else who has helped in making the Digital Press Collector's Guide a huge success. I've been making modifications to #2, which will not only include more comprehensive non-cartridge listings, but also contains a contact list of collectors by system (see Classifieds for more info), some worksheets for keeping notes on your own collections, and lots more.*

## ABOUT FANDOM

Dear Joe,

Fandom seems to be doing pretty well lately. This year's crop of new fanzines is quite enthusiastic and superior; Video Apocalypse, Entry Level, The Laser, The Video Game Experience... they are all fine examples of what a fan can do. I'm certainly not the first to say this, but I seem to be the only one who notices an equal-but-opposite force (auuuugggh! Physics!) among the established fanzines. In that respect, fandom seems to be doing pretty badly lately.

The fanzines that have been around long enough to gain a substantial following and carve a niche for themselves are growing lazy, or so it seems. Fan-eds are churning out issue after issue, writing the same stuff over and over and over. They are getting too used to what they are doing, and not in a good way.

Fortunately, not all fanzines have fallen victim to this apathy. I've noticed Digital Press has been featuring a few funny quips here and there for the past couple of issues. They are a very good way to punctuate the usual respectable voice of DP.

Anyway, I've had that weight on my chest for awhile now; thanks for letting me get it off. I encourage the humor in DP and wish you good luck in its future. To all the fan-eds that may be reading this: get off your butts and make your fanzines interesting again! Or, if you prefer, please put effort into incorporating something different, something psycho, something to keep your 'zine from being same-ol' same-ol'.

Noah Dziobecki  
Long Beach, CA

*This reminds me of a WWF "teaser" - like when Hillbilly Jim was just a fan and he'd pop up out of his chair. McMahon would say "Oh, there's big Jim! What would HE do out there in the square circle!?". Is there a Noah Dziobecki product on the near horizon? Come on, Diz! We're waiting for ya!*

**Questions? Answers? Denials? Referrals? Outbursts? Bring them on! Let your voice be heard! Write: Reader Retaliation, 44 Hunter Place, Pompton Lakes, NJ 07442.**

(Continued from cover page)

### ON COMISKEY PARK

It was here, during a Saturday night game against the Red Sox, that Karl and I realized just how NICE people from Chicago are. The stadium is incredibly clean, the vendors courteous, and the fans just way too cool. Our luck was impeccable as well. We arrived early to see batting practice with upper deck seats, but picked a couple of seats close to the field near the third base line to hang until someone kicked us out. Nobody ever came to claim the seats we were in. By the fourth inning there were no two empty seats next to each other anywhere else in our section. Somehow we'd picked perfectly, unless two of the 42,000+ fans at Comiskey were too nice to kick us out of their seats. In Yankee Stadium, it's "high ticket stub wins" (you can get kicked out of a seat by someone with a better original seat than yours, even if they're not actually the seats you're getting kicked out of). We were able to see other sharp contrasts to the Yankee Stadium environment as well. For example, a fight broke out in the bleachers during the game, and fans around us were in absolute amazement. In Yankee Stadium, you're amazed when a fight doesn't break out in your ROW. About the only similar element between the two stadiums are the prices. Two dogs and a beer run about \$8.00 in both places.

### ON THE HARD ROCK CAFE

I've been to a few of these before - New York and San Francisco, but I must say that this one was the best experience. It's probably because it was Sunday and we were able to walk right in and up to the bar without a wait. Didn't try the food there, but the babe'age (pronounced bay-bej, Karl's term for attractive women) was plentiful. I should point out for the female readers that nearby North Pier also attracts studly young sailors. If you're the "rock n roll" type and like the opposite sex (have I left anyone out)? The Hard Rock is the place to be - at least on a Sunday afternoon.

### ON THE CHICAGO BULLS

As if there wasn't enough going on already, the Bulls/Knicks series was in game six in Chicago during our stay. We figured tickets into the stadium would be ridiculously priced, so we picked a local sports bar to catch the action at. There was no solace for a Knick fan that night. The cheering Bulls fans all around us and the cold shooting Knicks almost made the whole idea a bust. You couldn't go anywhere for the rest of the weekend without Bulls IN YOUR FACE. All we can do now is move along into the baseball season. Go Phoenix!

### ON A PARTICULAR RAINY FRIDAY

The most heinous thing that happened to us during this stay came in the form of an unexpected rainstorm. We took a taxi to a Chicago museum (the name escapes me) and entered when the skies were overcast. When we walked out, it was drizzling. By the time we had reached what we thought at the time would be a cabbie-rich avenue, it was coming down in buckets. We spent five minutes trying to hail a taxi when we realized that the rush hour had begun and even if it hadn't, no cab would dare stop on this fast-moving street. Another ten minutes was spent formulating a game plan inside a leaky roadside bus-stop. Our plan was to bolt back down the street towards the intersection at the other

side. By the time we reached it we were already saturated, this time without even a bus-stop to duck into. We ended up walking through the pouring rain for nearly an hour before a taxi - dropping off a passenger - stopped nearby. There was no way that driver was leaving without us. We practically forced our way in and on our way back to the hotel we were informed by the driver exactly why no cab had stopped for us earlier. On a rainy rush hour, no cabbie wants to drive INTO downtown Chicago. Tired, soaking wet and frustrated, we returned to the room. Half an hour later we were off to party again.

### ON THE SINGLE-MOST DISGUSTING THING I CAN THINK OF

Don't read this if you have a weak stomach. If you're ever looking to gross someone out (I know I'm not the only one who has these contests with my friends or family while eating a meal) try this one. "A fat chick in shorts squeezing pimples off of her inner thigh". We saw it quite by accident at O'Hare Int'l. airport on the way home. I couldn't eat again until the following day.

### ON BABE'AGE

This is mainly a CES topic, but if you fell under the "info-maniac" heading, this probably wouldn't interest you. For a single guy like Karl, this must have been a paradise of sorts. I know from previous experience at shows like this that companies try to send their most attractive representatives, but the CES was an overstatement of female anatomy. At one point, Karl suggested we drop the Digital Press headline and consider doing a steamier, "Girls of the CES" similar to the Playboy college specials. For those of you who were there, how about the spokeswoman for Video Toaster, the PR gal for Vic Tokai, or the Cavewoman promoting "Lester the Unlikely" for CES rep of the year? Tell us what you think!

### ON EVERYTHING ELSE

We did some other sightseeing inbetween major events, we ate at the original Pizzeria Uno, walked 'round that fountain that Al Bundy from "Married With Children" appears next to in the show's opening, and stood at the bottom of the stairs in the Chicago Train Station where that great slow-motion scene from "The Untouchables" was shot. I'd have to say Chicago was a great place. Thanks for having us.

## SCES '93 VIDEO!

Did I mention that we were there with camcorder in hand? We scarfed up some excellent images at the show and managed to piece together a pretty decent 1 hour tape, where you get all the sights, sounds, and smells of the CES! This tape will only be available for a short time (It'll lose it's 'pizazz' in the long run) for just \$6. Your fearsome editor introduces the video and narrates where applicable. Order now! DIGITAL PRESS PRODUCTS, 44 Hunter Place, Pompton Lakes, NJ 07442-2037. Allow 3 weeks for delivery.

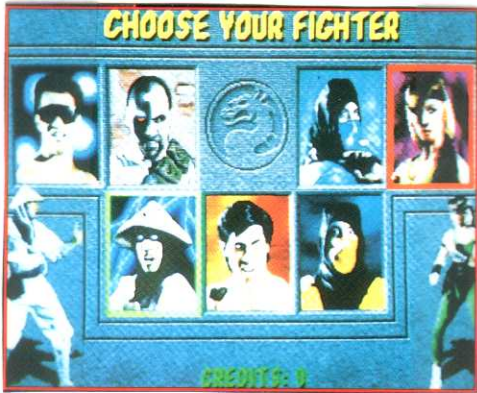
## THE BEST & WORST OF THE SCES

by Joe Santulli

Although many of the booths at this year's show were impressive, the software due out over the course of the next six months is of an overall mediocre quality. There are standouts and there are duds. Here then, is my top ten/bottom ten that sums up the show...

### TOP TEN OF THE SCES

1) **The Acclaim Booth.** The people running the booth at



*Make no bones about it, Mortal Kombat will be the sales leader of 1993!*

Acclaim were partying! This was just the place you wanted to be the whole time. Their gigantic display had massive audio/video power, with sixteen wide-screen TV's stacked together and a rock-in' soundtrack that made you ears bleed! Cool! Add to that a large dragon head (promoting Mortal Kombat), smoke effects, and cylindrical displays showing off their new and upcoming games. Mortal Kombat appears elsewhere on this list, but great new titles like Royal Rumble and Alien3 for SNES, and a WWF game for the Sega-CD in its early stages were not to be upstaged!

2) **Vanna White.** Whatta dish! She was with the Sony Image-soft people on Friday promoting - what else? The Wheel of Fortune game. Other celebrities made appearances, including Kathy Smith, Dick Vitale, Bill Walsh, and others.

3) **Pro Moves Soccer by Asciiware.** I'm not a real soccer fan, and believe me, soccer games seemed to appear at every company's booth. Unlike the others, however, Pro Moves Soccer kept me around for awhile. It plays much like NHLPA Hockey, and the graphics and sound are loaded with the kinds of details that show us consumer-types that somebody cares. As Desmond Crisis (the actual name of the rep in Asciiware's booth) told me, European programmers were brought in especially for this game in order to capture the intricacies of the game. There are injuries, weather conditions, a two player co-op mode, and the whole game has a "televised" look to it. Great!

4) **Mortal Kombat by Arena.** Acclaim sponsors Flying Edge, LJN, and Arena as well. I can't even imagine what this area was like on the consumer day, because on the trade days, there was always a little crowd huddled around the MK displays. We saw the SNES, Genesis, and Gameboy versions, and each was quite impressive. I know I don't like the fact that the SNES version lacks the violence. When that FINISH HIM OFF flashes onto

the screen, I don't think a little poke in the head should knock the opponent out. The Genesis version looked almost as good - the backgrounds still needed some work, but all of the blood & guts were there. If they're released at the same time, there should be no doubt about which will sell better to multi-system players.

5) **Pit-Fighter II by Tengen.** If you didn't like the first Pit-Fighter game, you won't like this either. The characters are the same size, and most of the graphics look ported over from the original. The changes, however, make for a much more varied game. Three new fighters join the original cast, and loads of new enemies with startling moves have been added. There are also different backgrounds and an excellent intro sequence. Pit-Fighter fans do not want to miss this!

6) **Road Rash 3D by Electronic Arts.** This was the only "near complete" 3DO game in McCormick North (many of them were at the non-videogame building with Panasonic), but man, did it play great! Just imagine Road Rash meets Star Fox, but instead of solid blocks, you have detailed city streets! The action was very smooth, and the controls felt exactly like the Genesis version.

7) **Legend by Seika.** This 4th quarter release is a killer! It plays like Golden Axe, but the graphics are much better and the quest is huge! In over a half hour, looking at two different games in progress, I didn't see the same level twice. There are many different characters in the game from



brutish barbarians to wizards to hooded skeletons! Too cool. I can't wait for this one on the SNES.



8) **Bram Stoker's Dracula by Sony Imagesoft.** We saw at least a handful of Sega CD games, but this was the best of them. The central character reminds me of a Pit-Fighter, with digitized bats, rats, ghosts,



zombies, and other nasties to take out. The backgrounds were really fantastic. As you scroll to the left and right, the background moves accordingly - it's not a flat image at all. If there's a torch behind a

pillar as you walk past, you won't see the torch until you've walked beyond the pillar! In some areas, you walk through a door and the room rotates 90 degrees to show you're new position. This should be out soon, it seemed to be complete.

**9) Riddick Bowe Boxing by Extreme.** If Riddick Bowe loses the belt when this game comes out for SNES, he'll join the ranks of Evander Holyfield and Buster Douglas in a sense. This game, however, is much better than either of the two for Sega, although some serious shades of Holyfield Boxing are present here. The boxers have a comic-book (but not cartoony) look to them. A must have for SNES fans, who've yet to play a decent boxing game.

**10) Clay Fighter by Interplay.** This was the "game of the show" for me. Imagine Street Fighter II gameplay with the most bizarre characters you've ever seen: a ghost with a pumpkin head, a clown, an Elvis impersonator, a musclebound mutant, a Viking woman, a blob of clay, and a living rubber band! The action is hilarious, but serious fighting fans will still love the challenge offered here. Dare I say it? I liked it MUCH better than Street Fighter II.



*Now THAT'S what I call... A snowman and a rubber-band guy fighting each other!*

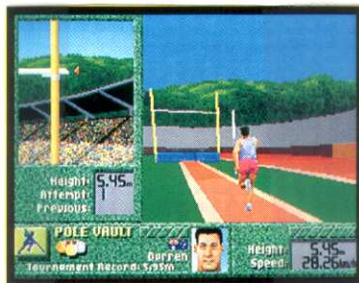
The action is hilarious, but serious fighting fans will still love the challenge offered here. Dare I say it? I liked it MUCH better than Street Fighter II.

## BOTTOM TEN OF THE SCES

**1) The Sega Booth.** Of all the booths at the show, Sega had one of the largest, yet strangely least inhabited. Not only were there very few reps (I'm not sure if they just "blended in" or if there weren't any at all - nobody stopped to talk to us), but there were very few interested players. The giant video display was great, showing off the games coming for Genesis and Game Gear, but where was everybody? Add to this the fact that not a whole lot was going on in the Sega CD area, tucked very conspicuously away in the back corner!

**2) The Accolade Booth.** I'm sorry, guys - but there was just nothing happening here. Just give up doing Genesis games. Everything from Hardball III to Summer Challenge to Bret Hull Hockey to Pele! looks so grainy I'm beginning to wonder why you haven't solved the mystery of 16-bit graphics yet. And in my opinion, Bubsy is WAY overrated. Other, similar games are more fun (i.e. Cool Spot).

**3) Dick Vitale's "Awesome Baby".** Dick Vitale made a special appearance at the show to promote his upcoming Tengen game. Here was the scenario. Dick is on a little stage with ex-MTV host Alan Hunter. Dick holds a videogame in his hand, but doesn't talk about the game. Instead, he asks onlookers to question him about college basketball. Few (our own Karl Young-



*With moist eyes, Joe and Karl left the Accolade booth, feeling indifferent and aloof.*

man kept Dick busy) had anything to ask. Dick then ranks on the crowd for not "getting out more". HEY! If I were to go to a college basketball game and ask spectators to question me about videogames, would I expect a crowd? NO. By the way, this game really sucks in its present form. It's a bad idea to try to mimic Nintendo's NCAA Basketball when the Genesis can't handle the rotation! I even saw a player sink a basket from 3 point range while facing away from the basket! OK, it needs work, 'cause it's far from "Awesome Baby" right now.

**4) TTI's Karaoke Booth.** Choke! You set up a huge video display like that and then expect people to get up there and sing "Livin' on a Prayer"? I'm convinced that TTI doesn't have what it takes to compete in this market, but there's apparently a lot of money backing them. How else could any company survive at number 3 for so long? The Duo games I played (Dungeon Master II, Riot Zone) weren't that great, either - certainly no better than a really good SNES game.

**5) "Virtual Reality" Controller for SNES.** I can't remember the manufacturer of this product, but it's basically a headpiece you fit on and connect a little plastic wire to your shirt. Then, by turning your head up, down, left, and right AND holding a control pad, you can play while looking at the on-screen action in the tiny picture through the glasses. What the hell? That is not virtual reality. This is a virtual rip-off. The U-Force was closer to virtual reality than this mockery!

**6) Street Fighter II Mania.** Look, enough's enough already. I can't bear the prospect of another 6 months of SFII hype. "Championship Edition" or not, game players should be gearing up for the next logical step in fighting games, be that Mortal Kombat or even Clay Fighter! While we were at the show we avoided SFII hype as much as possible. There was some kind of tournament going on Saturday, and no pictures were allowed to be taken of SFII Championship Edition for Genesis. Look, it's a great game from 1992. Genesis players will be happy with it. But it's yesterday's game! Let's get on with our lives!

**7) FX Traxx for SNES.** Another one of those "no pictures allowed" games, this is the next release of an FX chip game. I liked Star Fox much, much better. I remember someone from Nintendo telling me that Star Fox was a rush job, just to get the FX chip out to the public. Just to show what it can do. So what's the excuse for this? FX Traxx is like Atari's old Pole Position game. The car seems to actually "come apart", which is probably intentional, but it looks pretty shoddy. Needs work, dudes!

**8) Sega CD Titles.** Or lack of. One of the things I was looking forward to seeing the most was the upcoming CD titles by Sega and others. No. I was shocked by the lack of interest in the Sega CD. Sure, there were a few interesting softs: Rebel Force, a Star Wars game with great first person perspectives was looking good, and AH-73 Firehawk, a flight sim that shows off the scaling potential of the unit played well. But what gives? Could my friend Edward Villalpando be correct when he says the Sega CD is a mere trifle in a videogame world ready for 32 bit machines? I'm beginning to believe it...

**9) Soccer Games.** I think software companies are going to get

burned by trying to capitalize on the World Cup this year. Instead of spending time creating something original, too many mediocre soccer simulations are being developed as you read! Beware, for there at least six Genesis soccer titles due before the end of July, and only Asciiware and Electronic Arts are worth your money!

**10) The TH\*Q Booth.** These guys have gotten a bad rap in the past, and I just want to say: YOU SUCK! Already, they've ruined one great game in Pit-Fighter and produced some of the crap you're starting to see in "used" bins across the country such as Home Alone and Road Riot. It frightens me that they're still able to get licenses for games like Ren & Stimpy and Time Killers. Hold me... I'm scared.



*The only place I have EVER seen one of these things is at a CES! But I promised the guy I'd plug it, so here it is, a chair that allows you to control the game via "body english" by Simulator Technology, Inc.*

# Psychopedia

## PARTS L THRU O

by Joe Santulli

### L

**Ladybug** - (by Coleco for ColecoVision & Intellivision) One of the greatest "sleepers" of the 1980's. Ladybug draws its inspiration from Pac-Man, but it's so much more. Besides capturing dots in the maze, your character can also turn "gates" to alter the design of the maze and block off pursuing bugs. Letters to the words "SPECIAL" and "EXTRA" can be collected to pass on to a bonus screen or get an extra life, respectively. Both versions are well done, although the ColecoVision maintains more of the arcade game's elements and look. Graphics: 7, Sound: 8, Gameplay: 9, Overall: 9 for ColecoVision, 8 for Intellivision.

### M

**Magnavox** - Although an innovator in the world of videogames (see Magnavox Odyssey 100), Magnavox failed at a time when their presence was really needed. Competing for a brief time with Atari before North American Philips bought Magnavox's videogame division, they did not acquire the third-party licensees nor the innovative game design necessary to compete in the market.

Because of this lack of imagination, most of the games created by Magnavox appear to be mere rehashes of early coin-ops. Others are terrible attempts at sports games. Overall, there are less than a handful of quality titles. Note also that all of the games listed below actually appeared with an exclamation point following the name. In the true nature of an encyclopedia, all forms of emotion have been stripped from the list.

#### SOFTWARE INFORMATION:

**# OF TITLES:** 28 for Odyssey2. **TITLE LIST:** Alien Invaders - Plus, Alpine Skiing, Baseball, Blockout/Breakdown, Bowling/Basketball, Casino Slot Machine, Computer Golf, Computer Intro, Cosmic Conflict, Dynasty, Electronic Table Soccer, Football, Hockey/Soccer, Invaders from Hyperspace, Las Vegas Blackjack, Matchmaker/Buzzword/Logix, Math-A-Magic/Echo, Out of this World/Helicopter Rescue, Pachinko, Pocket Billiards, Showdown in 2100 AD, Speedway/Spinout/Crypto-Logic, Sub Chase/Armored Encounter, Take the Money and Run, Thunderball, UFO, Volleyball, War of Nerves. **DIGITAL PRESS FAVORITE:** Alien Invaders - Plus. **DIGITAL PRESS DUD:** Out of this World/Helicopter Rescue.

**Magnavox Odyssey 100** - A fascinating piece of machinery released to the general public in 1972, it revolutionized home videogames by becoming the first "programmable" game console ever. The unit is large in comparison to others released later, and the internal circuitry looks more like something from the Flintstones than "state of the art" computer technology.

All of the cartridges available to this system were packaged with the game, and unlike the cartridges of today, they were not housed in a protective plastic shell, but rather had an exposed chip with a "handle" with which to push the chip into the system. Plastic overlays came with

the unit, and much like the GCE Vectrex, one would place the colored plastic over the television screen. There are six cartridges called "game aids" that allow the following dozen games to be played: Table Tennis, Tennis, Football, Hockey, Ski, Submarine, Cat and Mouse, Haunted House, Analogic, Roulette, States, and Simon Says.

**Magnavox Odyssey2** - The Odyssey2 shared a small portion of the videogamer market share in the late 1970's, but lost out in the long run due to lack of third-party licensees and an aggressive competitor in Atari. The machine rarely shows signs of flicker or slowdown, and the games are, in general, smooth to control. That's where all the good things you can say about the unit end.

The problems would require a much more verbose description, but the most important of them are as follows: the controllers are large boxes that don't fit very well in one's hand, yet have an unusually skinny shaft. Unless you were an electronics whiz, you were stuck with them, too - they were not detachable. The sound is the one of worst ever in programmable videogame history, second only to the Fairchild Channel F. Most of the games were more tolerable with the sound turned off. Finally, the console is unsightly - a real tribute to the 70's - adorned in a plastic silver shell with a "touch pad" style keyboard on its face.

Fans of this system could see past these things, and were on rare occasions treated to some decent games. Several interesting ideas came out for the Odyssey2. "The Voice", an add-on speech synthesis peripheral, was quite effective. The voices were very clear, and in some games (Killer Bees, Smitherreens), the module was used to generate interesting sound effects as well. The "Master Strategy Series" consists of three games with a board game, cartridge, and pieces to create sort of a multi-media gaming environment. The best of the three was easily Quest for the Rings, which incorporated Dungeons & Dragons style gameplay into its rules.

#### SOFTWARE INFORMATION:

**# OF TITLES:** 49, including 3 "board game" style games (Master Strategy Series). **LICENSEES:** Imagic, Magnavox, North American Philips. **BEST TITLES:** KC Munchkin, KC's Krazy Chase, Turtles. **WORST TITLES:** Cosmic Conflict, Freedom Fighters, Out of this World/Helicopter Rescue.

**Mattel** - This company was primarily known for its electronic "toys" before they released the Intellivision in the late 1970's. Aggressive marketing, creative programming, and solid foundations made their products part of a force to be reckoned with.

As a software manufacturer, Mattel knew how to push the right buttons. Their initial releases for the Intellivision were considered ahead of their time, with sophisticated sports games serving as the nucleus of their marketing strategy. Mattel didn't go after the third party licensees at first, which further proves their ability. Even after they did acquire such heavy hitters as Parker Brothers, Imagic, and Activision, Mattel continued for the most part to release fresh games - not coin-op translations - to Intellivision owners.

Their color-coded game packages signified the Action Series (Red), Space Series (Dark Blue), Sports Series (Light Blue), Gambling Series (Green), Strategy Series (Purple), and Learning Series (Dark Yellow). They also manufactured two different Intellivision consoles, the Intellivoice Module which provided speech synthesis, and a computer keyboard and music keyboard for the Intellivision II.

#### SOFTWARE INFORMATION:

**# OF TITLES:** 64 for Intellivision. **TITLE LIST:** Advanced Dungeons & Dragons, Advanced Dungeons & Dragons: Treasure of Tarmin, APBA Backgammon, Armor Battle, Astromash, Auto Racing, B-17 Bomber, Bomb Squad, Boxing, Bump 'N Jump, Burgertime, Buzz Bombers,

Checkers, Demonstration Cartridge, Frog Bog, He-Man Masters of the Universe, Horse Racing, Jetson's Way With Words, Kool-Aid Man, Las Vegas Poker & Blackjack, Las Vegas Roulette, Lock 'N Chase, Loco-motion, Major League Baseball, Math Fun, Melody Blaster, Mind Strike, Mission X, Motocross, Mr. Basic Meets Bits 'N Bytes, NASL Soccer, NBA Basketball, NFL Football, NHL Hockey, Night Stalker, PBA Bowling, PGA Golf, Pinball, Reversi, Royal Dealer, Scooby Doo Maze Chase, Sea Battle, Shark! Shark!, Sharp Shot, Snafu, Space Armada, Space Battle, Space Hawk, Space Spartans, Star Strike, Sub Hunt, Tennis, Thunder Castle, Triple Action, Tron Deadly Discs, Tron Maze-a-Tron, Tron Solar Sailer, USCF Chess, US Ski Team Skiing, Utopia, Vectron, Word Fun, World Championship Baseball, World Series Major League Baseball. **DIGITAL PRESS FAVORITE:** Horse Racing. **DIGITAL PRESS DUD:** Boxing.

**Mattel Intellivision** - The most serious competition Atari faced in the battle for home videogaming superiority, the Intellivision is a fine unit with many qualities that surpassed the seemingly archaic Atari 2600. The Intellivision allowed more onscreen activity with fewer drawbacks, more sound channels, a 16 direction disc controller with a numeric keypad, an optional voice synthesis module, and better graphic resolution. You would think that would be enough to conquer the Atari 2600, but it wasn't.

Several years after its initial incarnation, the Intellivision II came along, featuring a space-age look in a smaller package, detachable controls, and optional computer and musical keyboard add-ons. Even with all of this power, the Intellivision was "second best", and eventually disappeared when newer, even more powerful systems like the ColecoVision and Atari 5200 began to creep onto the scene. This is not to say that the Intellivision was even an obscure item at any time during its existence. Millions of units were sold before INTV became its new producers.

The software is, on the overall, rather impressive. There is a good mix of games including some educational titles, and plenty of original titles that did not appear on any other videogame system before or since. Take a look at the graphics from a game like Stadium Mud Buggies, the strategy elements of Advanced Dungeons & Dragons: Treasure of Tarmin, or the arcade-like capabilities of Burgertime, and you'll quickly see why this system was so popular.

#### SOFTWARE INFORMATION:

**# OF TITLES:** 139. **LICENSEES:** Activision, Atarisoft, Coleco, Imagic, Interphase, INTV, Mattel, Nice Ideas, Parker Brothers, Sears, Sega. **BEST TITLES:** Body Slam Super Pro Wrestling, Burgertime, Diner, Horse Racing, Microsurgeon, Stadium Mud Buggies, Tower of Doom, Utopia. **WORST TITLES:** Boxing, Demon Attack, Sharp Shot, Star Wars: The Empire Strikes Back.

**M Network** - Cleverly disguised as an Atari 2600 licensee, Mattel Electronics went "undercover" to produce some excellent translations from their popular Intellivision software. Whether it was to make more money or just to satisfy videogamers who may have been lacking some of the quality games the other guys were offering, M Network made its dent in the Atari 2600 world.

Their cartridges looked exactly like the Intellivision's, with a small adapter seemingly glued to the end to make it fit in the Atari 2600's much wider port. The box art was primarily black with a small graphic on the front and various rainbow-like blue lines bordering their logo and sweeping across the box sides. All of the titles represent an Intellivision game, although some differ drastically from their counterparts.

#### SOFTWARE INFORMATION:

**# OF TITLES:** 16 for Atari 2600. **TITLE LIST:** Adventures of Tron,



Air Raiders, Armor Ambush, Astroblast, Bump N Jump, Burgertime, Dark Cavern, Frogs N Flies, He-Man: Masters of the Universe, Kool-Aid Man, Lock N Chase, Space Attack, Star Strike, Super Challenge Baseball, Super Challenge Football, Tron Deadly Discs. **DIGITAL PRESS FAVORITE:** Bump N Jump. **DIGITAL PRESS DUD:** Armor Ambush.

**Midnight Mutants** - (by Atari for 7800) A groundbreaking achievement in the world of classic systems, because Midnight Mutants was the first ever to incorporate full-screen "bosses" into the game. The object is to rescue Grampa Munster from the forces of evil, while avoiding or killing various nasties across a multi-screen adventure. Eerie music, well-drawn monsters (especially the bosses), and a dark atmosphere help the game tremendously. Graphics: 9, Sound: 8, Gameplay: 9, Overall: 9.

**Mystique** - In the early 1980's, everyone was jumping onto the bandwagon of the Atari 2600's success. Eager to cater to an adult audience, Mystique created three pornographic videogames. If you can't imagine such a thing on a machine with such limited graphic capabilities as the 2600, actually seeing the games don't really help. Of the three games, Custer's Revenge - one which promotes rape and dehumanizes the American Indian - raised the most controversy. This controversy probably brought more business Mystique's way than they deserved. Truthfully, none of their games were all that bad. Bachelor Party is merely a variation on the Breakout theme, while Beat 'Em and Eat 'Em is a Kaboom imitator. Only Custer's Revenge stands in a league of its own.

**SOFTWARE INFORMATION:**

**# OF TITLES:** 3 for Atari 2600. **TITLE LIST:** Bachelor Party, Beat 'Em and Eat 'Em, Custer's Revenge. **DIGITAL PRESS FAVORITE:** Custer's Revenge. **DIGITAL PRESS DUD:** Bachelor Party.

**Mythicon** - Another interesting anomaly in videogame production, Mythicon's angle was to produce budget software for the Atari 2600. To say they were "too little too late" would be a gross understatement on two counts. In the "too little" department, their paltry three titles were absolutely inept, and two of them were ripoffs of one another - Firefly was Sorcerer with wings and flowers. Each of their three games boasted to be the first in a series, thankfully, no sequels were ever produced.

Mythicon packaging consists of a garish orange box with pretty decent artwork and the price of \$9.95 displayed prominently in the corner. Here's where the "too late" part comes in: Mythicon released these games to the public about a day after the "Great Videogame Shake-

down" began, making the public rather unreceptive. Most stores couldn't even move these games for \$1.99, and Mythicon quickly became a faint memory.

**SOFTWARE INFORMATION:**

**# OF TITLES:** 3 for Atari 2600. **TITLE LIST:** Firefly, Sorcerer, Star Fox. **DIGITAL PRESS FAVORITE:** None here. **DIGITAL PRESS DUD:** All of them.

# N

**North American Philips (N.A.P.)** - This company attempted to keep the waning popularity of Magnavox's Odyssey2 from disappearing completely. It's amazing what they did in such a short time, producing the best software and even a voice module for the system in just three short years.

**SOFTWARE INFORMATION:**

**# OF TITLES:** 19 for Odyssey2. **TITLE LIST:** Attack of the Timelord, Conquest of the World, Freedom Fighters, Great Wall Street Fortune Hunt, I've Got You're Number, K.C. Munchkin, K.C.'s Krazy Chase, Keyboard Creations, Killer Bees, Monkeyshines, Nimble Numbers Ned, Pick Axe Pete, Power Lords, P.T. Barnum's Acrobats, Quest for the Rings, Sid the Spellbinder, Smithereens, Turtles, Type N Tell. **DIGITAL PRESS FAVORITE:** K.C.'s Krazy Chase. **DIGITAL PRESS DUD:** Freedom Fighters.

**Numb Thumb Club** - A club designed for Imagic (see entry) game players. All you had to do to join was send some money. Members received the company magazine, a poster, stickers, etc. Similar to Activision, Imagic offered several "patches" through their club for high scores in several of their games. These patches are much more scarce than those for Activision.

# O

**Odyssey** - See Magnavox Odyssey 100, Magnavox Odyssey2.

## Digital Press Products!

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# Alien3

**Super NES**

**Acclaim**

**Action**



BY BILL  
SCHULTZ,  
SPACE MARINE

ELEMENT	JOE	KARL	BILL	LIZ	KEVIN	HOWIE
GRAPHICS	9	10	8	8	9	?
SOUND	7	9	8	8	9	?
GAMEPLAY	8	10	8	7	9	?
OVERALL	8	10	8	7	9	?

This seems to be a big month for videogame adaptations of blockbuster movies and thankfully for us gamers a good one. *Alien3* by Acclaim, follows right on the heels of *Batman Returns* as a game cart that is both true to the movie it is based upon and being a fun game to play, you may even call it innovative.

As the intrepid hero of the first two Alien flicks (Ripley) the gamer must stop the Aliens from taking over the penal colony your spacecraft has crashed upon after your last narrow escape from these horrific creatures. To protect the colony and save the inmates that reside there, Ripley is armed with a flame thrower, machine gun, and grenade launcher to shred any xenozoic life form that gets in her way.

If this was the whole premise of the cart you would probably say "another boring shoot emup, as if we don't have enough of

them already." Well lucky for us gamers this is where *Alien3* separates itself from the rest of the action cart pack.

For the player (as Ripley) has access to computer terminals throughout the level, where you are allocated missions such as welding doors to keep out aliens, fixing power lines, and of course hunting aliens (or maybe be hunted-heh! heh!). This makes the cart have a very PC type feel to the gameplay, plus it makes you feel like you are right in on the action. Be forewarned, this is not an easy cart to finish, the levels are long and the action is fast and furious.

*Alien3* graphics are an important part in setting the mood and tone for the game. They are every bit as dark and gloomy as the movie was, but yet there is enough color to make you stand up and take notice of what a great looking cart this is. Ripley looks authentic, right down to the stubble of her

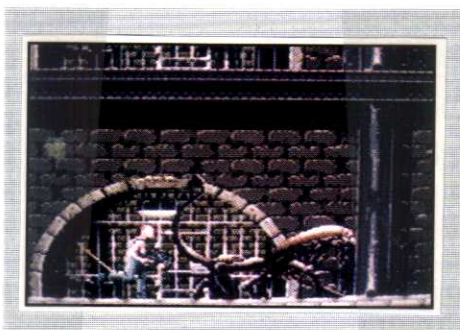
shaved head, and the fluidity of her movements are incredible. The cinematic sequences before the game begins and between levels is as impressive as anything I've seen on an SNES cart.

The soundtrack and effects are pretty good and add that dark moodiness to the game in tandem with the graphics, but I found myself getting annoyed with the music after awhile. The machine gun and flame thrower sound as though they're straight from the movie.

The biggest drawback I found to *Alien3* was its controls. While switching from weapon to weapon I found myself sometimes hitting the wrong control button because I was too busy concentrating on what was happening on the screen. This is not a major problem, but it is one of those times where the number of function buttons on the SNES works against it. I could live with the inconvenience of hitting the wrong button because the violence factor was so high. Aliens blowing up, chests exploding, you gotta love it.

*Alien3* is a helluva a lot of fun to play, but it is not perfect. It is time consuming and frustrating at times, but that is the games real appeal. The aliens in all their various forms look great and when you die you get to hear Bill Paxton from *Aliens* tell you "Game Over Man!" Don't forget, in order to move to the next "level", you must complete all of that level's missions. What more could you ask for from *Alien3*?

J. Santulli: "I'm really starting to believe that the SNES is the superior 16-bit console! The music, the colors - this game really sets the mood! Not to be missed!"



## Collector Notes

If you're a multi-system owner, you'll probably prefer this version to the Genesis. There are more levels, better audio qualities, and slightly better graphics, too. This game is also more mission-oriented than the Genesis version, where you have to clear the whole level to continue. A must for Alien fans.

## Power Users

Each level contains at least one room with "hidden" power-ups - although you can see them on the blueprints, they don't seem accessible. Search around these areas for places you can jump through walls to get into these sections!

## Origin

1979's hit sci-fi movie *Alien* started it all. This (and the Genesis version) is the first attempt at a cartridge-based game. The gameplay is a derivative of the *Contra* family tree, with some elements from quest-style games like Nintendo's *Legend of Zelda*.



# Time Gal

**Sega-CD**

**Renovation**

**Action**



BY KEVIN  
OLENIACZ,  
RULER OF  
WORLDS

Back in the mid 80's a revolutionary new technique in videogames - utilizing laser discs as a sound & graphics source - was introduced to arcades everywhere. At its peak (in such titles as *Dragon's Lair* and *Space Ace*), the audio/video effects were unparalleled but the games sorely lacked solid play mechanics. The same holds true for *Time Gal*. This is an interactive cartoon where one must memorize which action to take, as indicated by on-screen flashes and tones. Concerning the story background, a mischievous character named Luda has stolen a time machine and it's up to you, as *Time Gal*, to track him down. Visit a total of 16 stages ranging from prehistoric eras to 2600 years into the future.

Basically all there is to the game is to move the stick or press a button in accordance with onscreen flashes. At certain

points *Time Gal* will halt time and you'll have seven seconds to select an action to follow, as displayed by words on the screen.

There are three difficulty settings. The beginner and normal levels utilize directional "jewels" in addition to flashes to indicate the correct path. Also, the greater the difficulty, the shorter the window of opportunity to react.

The sound effects are top-notch. Included are clear voices, water rumbling, and dinosaurs bellowing. The music is below par for a CD game, as it appears to have been orchestrated by a computer rather than containing real dubbed music. The fluid high speed animation is a huge plus, however, the intro appears to be a bit grainy. My main gripe is the lack of gameplay elements. It is nearly impossible to enjoy the terrific graphics, since

you have to concentrate on waiting for flashes and indicators on the edge of the screen.

In conclusion, I'd like to say that the easy and normal levels are easy to conquer, but the hard level presents quite a challenge, coupled with aggravation. Keep in mind that this quest will be completed in under 20 minutes and contains limited gameplay, but because of its excellent animation it's still a great choice to show off the Sega CD to a friend.

ELEMENT	JOE	KARL	BILL	LIZ	KEVIN	HOWIE
GRAPHICS	9	10	?	9	9	?
SOUND	9	10	?	8	8	?
GAMEPLAY	5	5	?	5	4	?
OVERALL	6	6	?	5	6	?

L. Santulli: "You need lightning fast reflexes in order to avoid being wiped out in this game. I thought Time Gal's remarks were a bit silly. She looks so tough on the box!"



Youngman: "Does it look and sound great? It sure does. But when the main thrust of the game is memorizing up-down-left-right, I have to pass."



## Collector Notes

Sega-CD owners will probably consider this game a must-have at this time. Even though the quest is short, it's the kind of game that can't be done on any other system. Unlike cartridge-style games on CD (like *Hook* or *Wonder Dog*), *Time Gal* uses full-screen animation.

## Power Users

On the easy & normal levels, don't bother watching the action onscreen. Listen for the warning beep, then keep your eyes peeled to the circular indicators on the edges of the screen.

## Origin

The first laser-disc game to use this theme was *Dragon's Lair*. *Time Gal* is indeed structured like the laser-disc classic.



# Batman Returns

## Super NES

## Konami

## Fighting/Action



A REVIEW BY  
BILL "BOY  
WONDER"  
SCHULTZ

When I first saw *Batman Returns* was out for Super Nintendo, I thought to myself, "Oh man another movie adaptation cart, based on a comic book character (my all-time favorite), this is gonna be lame." I mean let's face it - no one has really done anything outstanding with comic book characters as far as videogame carts go, though there have been some well done carts based on hit movies. Well, there is finally a cart that delivers on both fronts. *Batman Returns* is a lot of fun, maybe even more fun than the movie.

Based on the plot of last summer's blockbuster film, the Dark Knight must protect Gotham City from The Penguin, Catwoman, and The Red Triangle Gang. This cart has some fantastic cinematic sequences to start the game, and in-between stages using digitized graphics taken right from the movie. The music, unlike the Sega cart or CD, is also taken from the movie soundtrack. All of these

ELEMENT	JOE	KARL	BILL	LIZ	KEVIN	HOWIE
GRAPHICS	10	9	8	9	10	?
SOUND	9	7	8	9	9	?
GAMEPLAY	5	7	8	9	7	?
OVERALL	7	7	8	9	8	?

elements make it feel like you're actually in the movie. But on to the most important question of all, Does it play well? Hell, yeah!

Konami has made *Batman Returns* a true fighting game, not at all like the Sega versions. Batman can bash and thrash killer clowns with the best of them. He can even throw them through windows! Batman is also aided by blinding test tube vials, bat-arangs, and his trusty bat-grappling hook for swinging down on his grease painted enemies and crushing clown craniums.

Even though the game is on the dark side graphically speaking, the blend of colors in the clowns and backgrounds add up to provide the same kind of surrealistic feel you would expect from a cart based on a Tim Burton film.

There are a few things that keep it from being a truly spectacular game. First, the levels are a bit long, which wouldn't be bad if

they didn't keep throwing the same clowns at you. The fighting aspect of the game somewhat compensated for that in my case. Second, the killer clowns are relatively easy to beat, with the bosses not being much more of a challenge. Yet The Penguin and Catwoman are hard to beat. You have to be patient because they take quite a while to put down. Third, the cart only has one Bat mobile driving level that is just average (Konami could have learned something from the Sega-CD driving levels for this aspect of the game).

*Batman Returns* is a fine addition to the SNES fighting game catalog, along with TMNT and Final Fight. It has a few bad points but the graphics, sound and most importantly the VIOLENCE make up for them. *Batman Returns* is really great for those days you're in a bad mood and need to hit something. No doubt about it, you may have been disappointed in the movie, but this Dark Knight delivers.

Oleniacz: "The high points are the detailed background graphics, fluid animation, and a soundtrack that matches the film score. The downside is the restricted moves available along with repetitious play."



Youngman: "This is still your basic walk-from-left-to-right-and-kick-every-ass-that-stands-in-your-way game, except now your guy is wearing a cape. Not many visual details were left out, however."

### Collector Notes

Comic book fans are notoriously big videogame players as well! If you own a Sega-CD, this is still the better game in all of our collective opinions.

### Power Users

On the easy & normal levels, don't bother watching the action onscreen. Listen for the warning beep, then keep your eyes peeled to the circular indicators on the edges of the screen.

### Origin

It's almost as if Konami borrowed the programming code from Capcom's *Final Fight* and modified the graphics & sound. Batman's origin isn't much more complicated: his parents were killed before his eyes as a youth. Later, he sees a bat and decides to have his revenge by dressing up like one.



# Power Lords!

**Odyssey2**

**North American Philips**

**Shooter**



BY LORD KEVIN  
OLENIACZ

ELEMENT	JOE	KARL	BILL	LIZ	KEVIN	HOWIE
GRAPHICS	7	?	?	5	6	?
SOUND	5	?	?	4	5	?
GAMEPLAY	5	?	?	3	7	?
OVERALL	5	?	?	5	7	?

N.A.P. pulled the plug on the Odyssey2's life support shortly after this was released to the public. Their final effort showed some promise but lacked a vital element absent in nearly all the games inhabiting this library: replay value.

The general gist is to stay alive. Aboard your "space sled", assault a configuration of charcoal darkened squares and rectangles named Volcan Rock. Patrolling atop the formation is a guardian serpent armed with a pair of deadly laser beams. Lava rocks sporadically shower the landscape. A gravitational ray frequently appears on the mountain, attempts to pull your sled to your demise, and eventually fades out. A random volcanic eruption signifies the conclusion of a level.

On the surface this appears to be an attractive shooter. In reality, it is an un-

varied, mediocre contest. Even so, *Power Lords* does have its merits. Blobs of lava actually appear to flow down the sides of the volcano, and the serpent seems to "s-lither". Rocks fly skyward and flash above the mountain. The designer attempted to project some scenery in the form of a blue sky, a sun, and some mountains (hey, I'm talking about the O2. These effects ARE a big deal!). These effects may sound wonderful, but the final product is undoubtedly drab. A majority of the screen is consumed by the rectangular Volcan rock and a plain brownish terrain. Besides generic explosions, an unrealistic machine-gun announces the arrival of the gravitational force, which is way too easy to avoid. Likewise for the lava rocks. The serpent is your real concern here, as it's endowed with incredible accuracy.

There are two ways to tackle *Power Lords*: aggressively, by shooting everything in sight, or conservatively, by avoiding everything. Each round concludes rapidly, ranging from 10 seconds to a full minute. It is possible to rack up a high score by not shooting anything and allowing the rounds to fly by. While this may sound easy, keep in mind that you only get ONE LIFE. Overall, *Power Lords* offers more depth but won't hold one's interest for an entire afternoon.

EDITOR'S NOTE: The picture shown here was lifted from an early *Electronic Games* Magazine. The actual graphics aren't nearly as detailed as this!



## Collector Notes

The *Digital Press Collector's Guide* lists *Power Lords* at \$75.00! This is the most rare of all the games for Odyssey2. Consider yourself a master collector if you find one.

## Power Users

If you want to rack up some really high scores in this game, use the lower right corner of the screen. Nothing can get you there! When you see a good scoring opportunity, pop out for a second, shoot, then return.

## Origin

Rather an original game, although the side-shooting action is reminiscent of *Defender* (Atari), the shooting snake looks remarkably like the one from *G.I. Joe Cobra Strike* (Parker Bros.), and the constant barrage of rocks similar to *Astros-mash* (Mattel/M Network).



# Toys

## Super NES

## Absolute

## Action



BY A WIND-UP  
VERSION OF  
KEVIN OLENIACZ

ELEMENT	JOE	KARL	BILL	LIZ	KEVIN	HOWIE
GRAPHICS	7	8	6	7	8	?
SOUND	7	7	7	7	8	?
GAMEPLAY	5	7	6	7	6	?
OVERALL	5	7	6	7	7	?

Two veterans of the home videogame medium, David Crane (Pitfall!, Grand Prix) and Alex DeMeo (Pete Rose Baseball) combined their talents to produce this manic cart.

The militant General Zevo has gained control of the Zevo toy factory. He's already begun to use the factory's resources to produce military weapons disguised as harmless toys. Your mission, as Leslie Zevo, is to negotiate your way through traps concentrated in four scenes and put an end to the General's devilish ways.

In the first three settings (the factory, the cafeteria, and the warehouse) your goal is to destroy all the security cameras, disguised as elephant heads. There are three main classes of corrupt toys to be reckoned with: toys which randomly roam the non-camera areas - annoyances that are avoidable; toys that patrol the general area surrounding the camera and must be picked off (each has varying

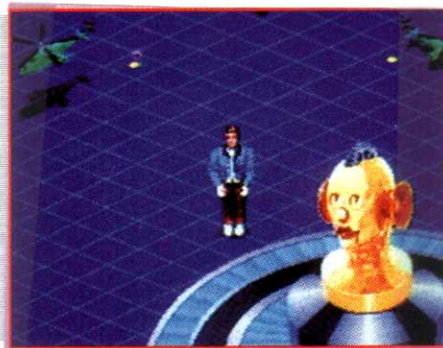
degrees of aggressiveness and movement - i.e. "elves" march randomly and then explode); and tanks, your deepest threat. These are dug into the positions next to the camera and are invincible until the first line is wiped out. They then leave their post and aggressively pursue. Once tanks are removed, it's on to the security cameras.

Leslie begins his quest armed with only a peanut shooter. As the game progresses, gift boxes containing more powerful weapons can be picked up. Each has specialized patterns and varying degrees of effectiveness, from the weak wind-up duck to the formidable football player that can bowl over several foes in a dash. Some objects can also be thrown (like the pie tin) or just touched to activate (fire truck). With the exception of the peanut shooter, all contain a limited supply of ammunition which can be replenished by picking up gift boxes or a "Santa Sack".

The fourth stage takes place above the Manhattan skyline. It is strictly a dodging sequence, as one must avoid airplanes and towering skyscrapers. At the conclusion, fly your plane directly into the control room to finish off the general.

Each individual object is well-drawn and eye pleasing. One problem with the game is the abundance of open areas in each level where nothing is going on. Besides the toys, other obstacles could have been added to supplement the gameplay. Many toys are identified by distinct sounds - from the popping of a balloon to the metallic ring of a tank and a pie tin. Once I figured out the pattern of each antagonist, the first three stages were a breeze. After a few games it is a burden to collect all the toys at your disposal, as you must cycle through the entire inventory to select a particular type of toy. Overall, I think this effort has some genuine appeal, but it'll collect dust in the long run.

Schultz: "This cart is average, just like the movie. It was a contrived fun. I can't get into a game where wind-up ducks are used as a weapon! Weird!"



J. Santulli: "This is undoubtedly a throwback to the classic games of Activision and Absolute, with all of the action taking place on one (albeit huge) screen. Just didn't have the punch for me."



### Collector Notes

Toys isn't going to blow anyone away. Definitely a rental.

### Power Users

Always pick up presents while holding your favorite toy weapon. Even if the weapon is fully powered up, you will be given a stockpile of it that doesn't appear on the screen's indicator.

### Origin

The movie "Toys" was released in 1992 to an unreceptive audience. Although it starred Robin Williams and contained excellent sets, most viewers felt the story was a bit thin.

The gameplay of *Toys* is similar to Sega's *Toe Jam & Earl*, although without the character of that offering.



# WWF Royal Rumble

**Super NES**

**LJN**

**Sports/Fighting**



BY JOE "THE SANDMAN" SANTULLI

ELEMENT	JOE	KARL	BILL	LIZ	KEVIN	HOWIE
GRAPHICS	9	9	10	8	9	?
SOUND	9	10	9	8	8	?
GAMEPLAY	9	10	9	9	8	?
OVERALL	9	10	9	9	8	?

Back in issue #5, I reviewed *Super WWF Wrestlemania* by LJN. Although it got pretty good marks (Graphics:9, Sound:6, Gameplay:6, Overall:7), I was disappointed with the sluggishness of the wrestlers and the lack of signature moves in a game where image is everything. I complained that this "state-of-the-art" contest also needed a tournament mode and two-player cooperative play - anything besides just pinning your opponent and playing again. Today, I feel like the president of LJN, because they've catered to my every need in producing *WWF Royal Rumble* for the SNES.

Finally, a wrestling game where we can play on the same side, or at least "pretend" to play on the same side, a mode of play called "Santulli Mode" around my house. I can pick my favorite wrestler, Randy Savage, and know that when my opponent is weak and lying in the center of the ring, I can do a

flying elbow drop from the top turnbuckle. A move that NO other player can execute. I also know not to turn my back to Ted DiBiase or Crush, who, just like "real life", perform their best stuff when you're facing away from them! And I don't have to pin my opponent if I'd rather inflict more punishment instead. I can set the options to BRAWL mode and just play until someone can't get up any more.

Yes, now this is a wrestling game. One one, two on two tag team, three on three tag team, or the highlight of the cartridge, the Royal Rumble - it's all here. I can play with or without a ref, meaning certain unfair practices like eye-gouging, choking, and hitting an opponent with a chair are possible. I can even play in a tournament, making the whole thing seem worthwhile. It may not seem like much, but the extra touch of adding a belt presentation and a "WWF Magazine" screen announcing you the winner (what a shameless promotion!) are just the kinds of perks

videogamers want. Other nuances, such as the ref who occasionally gets in the way, the oft-times slow three count, the crowd reacting perfectly to any given situation (like a wrestler climbing the turnbuckle or picking up a chair) makes it feel like you are there.

Lastly, the speed has been greatly improved. Some problems with the original caused the action to come to a grinding halt at times, and weird stuff like not being able to do any moves while on the side of the ring (while outside) have all been corrected. I just can't say enough about this game. If LJN is still listening to me, I'd like to say "Way to go". I'd also like to say "How about an instant replay mode? Perhaps some pre-game hoopla? I wouldn't mind some small speech insertions, like Randy Savage's 'ooh yeaaaaaaah', either, you know? Oh, and how about some managers outside the ring?" Just keeping you guys on your toes. Great game!

L. Santulli: "I liked the option of playing 1-on-one, as a team, or in a rumble with many other opponents. There are various wrestlers to choose from, each with his own patented move, which I thought was great!"



Oleniacz: "Best wrestling contest to date. The snapshots of each individual can't be topped. Take it from someone who strongly dislikes wrestling, both in real life and animation: I just might take this one home."

## Collector Notes

Wrestling fans would probably want to buy a Super NES just to have this game. If you already own one, you're just a leg up on them. The 16-meg costs you - \$69.99 where I purchased it, but the longevity that this title will undoubtedly provide makes it well worth the cash.

## Power Users

Hey, this game is a piece of cake to beat if you have a turbo fire controller! If you don't like cheating but still want an edge, keep this in mind: while playing the computer, you'll notice his penchant for grappling. You'll have an edge if you use your standing punches and kicks as he tries to move in on you.

## Origin

This is another in a long-running series of WWF titles from LJN, starting with *WWF Wrestlemania Challenge* for the NES back in January 1991. More similar to this version is the previous SNES game, *Super WWF Wrestlemania*. Of the 12 characters in this game, only 3 were in the previous game as well.



# DragonStomper

## Atari 2600

## Starpath

## Role-Playing



BY YE HONORABLE KNIGHT,  
JOE SANTULLI

When most people think of Atari 2600, the first thoughts that usually cross their minds are "blocky graphics", "limited sound", and "solid gameplay". You wouldn't expect someone to think "role playing game", "sprawling quest", or "end-level bosses", else you might think that person was a Scanner, reading your mind immediately after you've finished this review! Quick - RUN! No, seriously, though, that's what Starpath delivers in what will surely be remembered as one of the greatest games ever for the Atari 2600 in *Dragonstomper*.

You need a Supercharger and a cassette recorder to play (see the Supercharger "Collector's Corner" from DP #8 & #9), and this multi-load cartridge features three separate but symbiotic levels. The first, is a wilderness area you must explore to gain strength & dexterity points, find useful items and gold. You'll slay monsters in a rather uninspired way (>FIGHT. THE BUG MISSES. YOU

KILL THE BUG. YOU RECEIVE 04 GOLD), but the battles are quick, allowing you time to explore. Once you've gathered enough items and gold to feel secure, cross the bridge to the town in the next level.

In the town you will have to use your gold to purchase the items necessary to negotiate the cave (next level). There is a trade shop where you can pick up useful items, a magic shop where you can buy spells, and a hospital where you can get drugs to keep you healthy in the cave's inhospitable environment. There are also warriors for hire in the town, although they ignore you until just before you enter the cave, so save some gold before you head down.

Next is the cave level, where traps abound! Skeletal remains lie all around. The cave walls actually have a jagged look to them (very much unlike the caves in a game of *Cosmic Corridor* or *Dark Cavern*). Torches

line the walls. I remember playing this game when it first came out. The graphics were really impressive for that time! If you can negotiate the traps and reach the pit, you'll face the dragon, one of the largest characters ever on an Atari 2600 game. You'll need to throw everything you have at the dragon to defeat him. Snag the amulet and you win the game.

There's not much to put down in this game. You can just tell the designers were really into it, especially in the final sequence against the dragon. A score would have been nice, because you can have a great game and defeat the dragon easily, or a tough game where you're down to your last strength point when you win, and all you get for either victory is a little congratulatory message. Still - what a game! *Dragonstomper* is one of those "Top Ten" games for the Atari 2600. Well, I'm off to slay that BEETLE that killed me last game. Have at you!

ELEMENT	JOE	KARL	BILL	LIZ	KEVIN	HOWIE
GRAPHICS	8	?	?	7	8	?
SOUND	7	?	?	7	8	?
GAMEPLAY	10	?	?	8	9	?
OVERALL	9	?	?	8	9	?

L. Santulli: "Not bad! Of all the Supercharger games I've seen, this was one of the best. *DragonStomper* really shows off the Atari 2600 potential in the cave level."



Oleniacz: "In spite of the few flaws, *DragonStomper* is definitely one of the top ten for this system."



### Collector Notes

The *Digital Press Collector's Guide* lists *DragonStomper* at \$10.00. Not difficult to find, and even easier if you know someone else who has a copy, since a simple tape to tape copy will get you one of your own.

### Power Users

See my *DragonStomper Adventurer's Guide* elsewhere in this issue!

### Origin

Truly an original piece of programming, inspired by computer role playing games of the late 1970's. You could provide an argument that *DragonStomper* inspired the classic *Legend of Zelda*, since there is an overworld, an underworld, various items, monsters hiding in every tree, etc.



# DRAGONSTOMPER ADVENTURER'S GUIDE

## THE COUNTRYSIDE

### TOP THREE TIPS!

- 1) START THE GAME BY HEADING DUE EAST TO THE TEMPLE. A SHIELD ALWAYS AWAITS YOU THERE.
- 2) YOU WILL SLOWLY RECOVER STRENGTH JUST BY STANDING STILL.
- 3) YOU MUST GET AN PAPER FROM A MANIAC TO CROSS THE BRIDGE. CHECK OUT THE FLASHING CASTLE IN THE WESTERN REGION.

### THE BEASTS, AND WHAT THEY MOST OFTEN CARRY

- WARRIOR - HANDAXE, GOLD
- MANIAC - PAPER
- GHOUL - GOLD
- SNAKE - RING
- BETLE - GOLD
- SLIME - STAFF
- SPIDER - ANYTHING
- BUG - KEY
- MONKEY - ANYTHING
- DEMON - CROSS
- GOLEM - GOLD
- SCORPION - ANYTHING

## THE TOWN

### PRICE LISTS

#### TRADE SHOP

- LANTERN - 32
- RUBY - 114 (USE TO HIRE GUARDS)
- SAPPHIRE - 114 (SAME AS RUBY)
- ROPE - 22 (GETS YOU DOWN THE PIT SAFE)
- CHAIN - 22 (SAME AS THE ROPE)
- LONGBOW - 53 (FIGHT DRAGON LONG-RANGE)

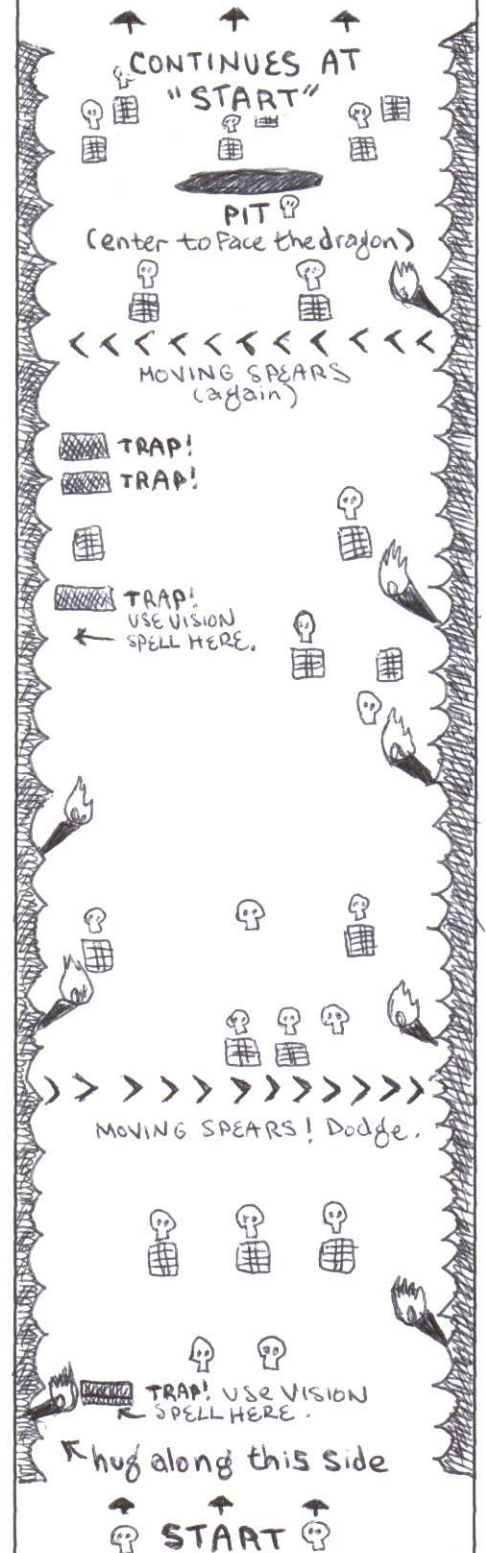
#### HOSPITAL

- ELIXIR - 44
- MEDICINE - 40 (CURES FEVER)
- VITAMINS - 80 (RESTORE STRENGTH)

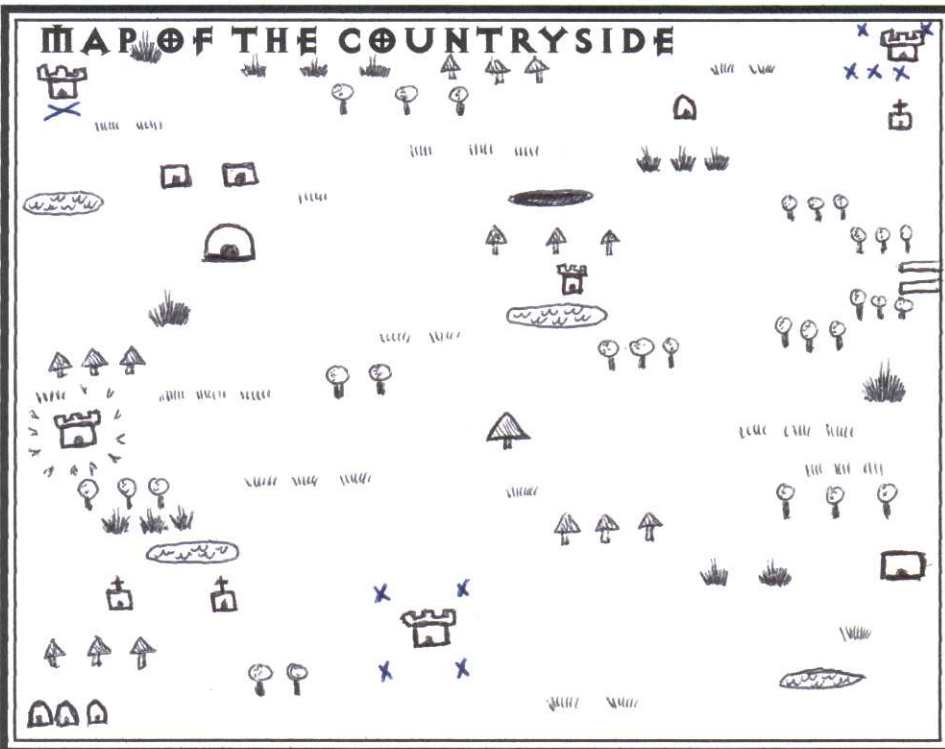
#### MAGIC SHOP

- FLASH - 41 (SHOWS TRAPS FOR A SECOND)
- UNLOCK - 112 (OPENS AMULET DOOR)
- PROTECT - 77 (ABSORBS AN ATTACK)
- VISION - 56 (SEE TRAPS FOR 10 SECONDS)
- STUN - 75 (FREEZES DRAGON 1 TURN)
- BLAST - 86 (BIG DAMAGE TO DRAGON)

## MAP OF THE CAVE



## MAP OF THE COUNTRYSIDE



# Random reviews

# LITE

Where we present game reviews with more taste but only half the calories!

## BASEBALL HEROES

ATARI, FOR ATARI LYNX

Atari attempted to do something different with *Baseball Heroes*. They succeeded and failed in their portable version of America's Pastime. The graphics on this game are super, with perspectives from behind the pitcher, behind the catcher, etc. Both pitcher and batter are full-screen, really showing you what the Lynx is capable of. The line-up screen has nice looking baseball cards for everybody in the lineup. On the down side, the batter's swing is a little slow, there is no music or tunes except for the occasional "charge". The voice is also not the greatest. Fielding is also weak, as it's hard to judge where the ball is, and throwing the ball from the outfield may not reach the base you want it to go to. I was kinda disappointed with *Baseball Heroes*, but if graphics are what you're looking for, this game will fulfill those needs. (EV)

## DRACULA

ATARI, FOR ATARI LYNX

*Dracula - The Undead* may just be the ticket for Lynx owners who are looking for a RPG. Utilizing sepia tones (brown), it gives *Dracula* an eerie old-style look. You control Johnathan Harker, who must search thru Dracula's castle looking for items and clues so you can escape his castle and inform the police of Dracula's evil intentions. The Lynx's scaling capabilities are used on your main character as he scales in and out of the screen. The soundtrack is very hypnotic, putting you in the mood for this game. All in all, a decent game with moderate challenge. Worth a look. (EV)

## PINBALL JAM

ATARI, FOR ATARI LYNX

This may be the most underrated Lynx game. *Pinball Jam* features 2 pinball machines: *Police Force* and *Elvira and the Party Monsters*. In *Police Force*, your goal is to put criminals in jail and of course, score as many points as possible. Special bonuses include multi-ball, extra balls, and big bonuses. In *Elvira and the Party Monsters*, you'll try to "party" with the crew by getting multi-ball. Though not as high scoring as *Police Force*, the points can still rack up in this game by lighting up targets and passages. Both games feature excellent digitized sounds and voices straight from the Pinball machine, and it has above average music. Although some mags say that the playfield is too cramped, you'll get used to the layout after a few games. If you like Video pinball, you must check out *Pinball Jam* for Lynx. (EV)

## PIT-FIGHTER

ATARI, FOR ATARI LYNX

The long-awaited Lynx version of *Pit-Fighter* is finally here! This is supposedly the first 4 meg game, but it just doesn't seem to have 4 meg worth of game. The game features digitized graphics from the arcade which look pretty good and are animated very well, but missing are the forklift screen and the animated workouts in the demo. Also missing is the voice, leaving you with basic punch/kick noises. The theme music is repetitive. Controls are fair, with option buttons controlling your special moves and picking up items. Although I have not beaten this game, it does give you 6 credits and offers a decent challenge. Your best bet is to look for a used copy. (EV)

## SKI HUNT

UNKNOWN MFR, FOR ATARI 2600

Even with an exceptional skiing simulation, unvaried gameplay quickly wears thin. It's always a pleasure to experience new twists intan otherwise rigid concept. This underground pirate stepped a bit too far when the slaughter of wildlife was introduced in combination with a harmless sport. Play commences on a tame note, as one must dodge upwardly scrolling trees. In round two the bloodshed begins by exterminating caribou. Each stage alternates between the original sport and knocking off wildlife. Additional obstacles to avoid include rocks and balloons, while bears and beavers fall prey to your marksmanship in subsequent rounds. In spite of the bad taste, this is an enjoyable, albeit repetitious concept. Kudos to this unknown company for injecting some originality rather than stripping an existing game of its quality (KO).

## BEDLAM

GCE, FOR VECTREX

Bedlam was one of those elusive Vectrex titles that I played to death once it was in my grubby little hands. If you've played Vectrex games before, this game won't blow you away, but it's a good time all the same.

You are trying to keep your galaxy from being invaded. To do this, you wait at the center of a galactic sector (a geometric shape of various types), blasting aliens that come at you from all sides. The enemy comes in four types: predictable escort ships, sneaky astral defenders, cunning droids, and invincible colonist transports. The action gets pretty intense after a round or two, and you won't be able to tell the difference between them.

The geometric design of each level will predicate how many entrances to the center the aliens have. Seven-sided stars are tough to defend, while triangular patterns are rather simple. The graphics and sound are about average. A solid title, despite the no-frills gameplay.

# FANTASMAGORIA

Fanzine Reviews by Joe Santulli



Well, it seems I may have bruised some egos in this column in the past, so I'm going to try to be diplomatic about future installments. Keeping in mind that I will always be blatantly honest, I'm requesting that you let me know if you don't want your fanzine to be part of the shadowy world of FANTasmagoria. Remember that this column is only ONE MAN'S OPINION. My intention here was always to commune with other fan-ed's and give *our* readers a clue about where *we* would put our money if we had to spend it all on fanzines. One last thing - *Digital Press* is now in the mix. No real awards, just objective criticism about the last issue.

Alright, now, down to business! Let me preface this rambling column by saying "Thanks for all the reading, fellas"! I received 24 fanzines since last issue, including 8 NEW titles! Fandom is in massive force this summer! So, to kick it off, why not issue my MASSIVE FORCE AWARD to *Entry Level*, one of these new ones, duly received for their 30 page issue! This premiere issue isn't going to turn any heads just yet, but with some tighter formatting and "real names" (Please!), *E.L.* could be a force to be reckoned with! A better first effort is our BEST NEW FANZINE winner *The Videogame Experience*. Editor Dan MacInnes came from out of nowhere to produce this highly

professional 16-bit fanzine. The writing is very lucid, and the articles laid out exceptionally well. I think I have to give the **WHOA, NELLIE AWARD** to *The Videogame Experience* as well, however - I don't understand the "shock" Dan has about the "Gamepro Sucks" hidden message found in *EGM* some time ago. Maybe it's just me... well, while I'm on the subject of me, here's the first **SELF INDULGENCE AWARD**, which will always be awarded to *Digital Press*. Number 11 looked pretty good, but editor Santulli still needs more artwork to stand in there with the big boys. The "jumping" to page 19 was annoying, too - let's hope he figures out a way around that. The **MOST IMPROVED AWARD** gets handed over to *Video Game Revolution*, now on issue #6 and going strong. Readers of *VGR* are seeing less game reviews and more articles, and the articles continue to improve. Keep it up, Nathan, *VGR* is a solid piece of fanzine editing. Elsewhere in fandom, the **TOONS APLENTY PRIZE**, which has been sitting on a shelf for months, finally has an owner. That's none other than *Video Apocalypse*, with (count 'em) five full pages of cartoons, and incidental ones on the other pages! I wasn't sure if *V.A.* was videogame fanzine or a comic fanzine when I first paged through it, but the videogame stuff is in there, obviously a second love. **COMEBACK OF THE YEAR** candidate Scott Boehmer (formerly of *Porta-Play*) returns with *Random Access*, a fair 'zine that needs an artist! Speaking of art, what a perfect time to award the **I DON'T KNOW MUCH ABOUT ART, BUT I BOFFED HIS SISTER AWARD** to one of the coolest dudes in fandom, one Pat Reynolds. Pat's doing *Fantazine*, which is an excellent cover-to-cover 'zine with knockout art. Yes, Pat, I'll be asking you to do my first "cover art" cover - just give me time to get my monthly format together! *Fantazine*

takes **BEST COVER ART** again, not for the regular issue but for their Bomberman Special Edition (who'da thunk it?) Don't miss *Fantazine!* It even has *Project: Ignition's* star editor Jess Ragan on it's staff. Jess has been busy... in fact, he's the **BUSIEST PEN IN FANDOM** at the moment. Writing for various fanzines, his own *P:I*, and his new quarterly 'zine, *Concept*, you wonder when he has time to play at all! By the way, *Concept* is a fanzine centering around videogame design, and worth a look! Unfortunately, *P.I.* itself has slipped a bit since the last issue, as Jess snags the **NEGATIVE VIBE MERCHANT AWARD**, which teaches us all to never write a fanzine when you're in a bad mood! On the more "positive" side, how 'bout the **PLUG O THE MONTH AWARD**, Tim Duarte? Your *Atari 2600 Connection* remains a staple on my coffee table at home (you should be here to hear the nostalgic stories about the Atari systems when friends and family see your fanzine!). Lessee now, did I leave anybody out? Oh - the **BEST BARGAIN IN FANDOM** is well-deserved by Sean Pettibone, who produces an 8 page *In Between the Lines* (just \$0.75!) that has more information and better writing than most others. Sean's 'zine is perfect for the gamer on the go - who needs to read a 30+ page fanzine, anyway? And finally, the (gulp) **EDITOR'S CHOICE** is, once again, *New World News!* I hear other faneds grumbling about this and wonder why. Editor James Thomas covers the Neo-Geo better than SNK does, with detailed reviews, tips, excellent layout, art, and information all rolled up into a neat little \$2.50 package. He's even added fanzine reviews this issue. I dig it, and I don't care what anyone else thinks - Whether you own a Neo-Geo or not, *NWN* is an excellent source - remember, these are arcade games, too! Okay, I'm done! 'Ta til thirteen!

## Recommended Reading

2600 CONNECTION/TIM DUARTE/PO BOX N 664/WESTPORT, MA 02790/8 PGS/\$1.50  
 CLASSIC SYSTEMS & GAMES MONTHLY/JEFF ADKINS/11 WINDSOR/ATTICA, NY 14011/26 PGS/\$1.75  
 CODENAME:MEGAZINE/CHRIS LARSON/1209 FRISINA/PAWNEE, IL 62558/26 PGS/\$1.50  
 ENTRY LEVEL/HUNTSTER/10665 LOWDEN AVE./STANTON, CA 90680/30 PGS/\$1.00  
 FANTAZINE/PAT REYNOLDS/1740 MILLBROOK SE/GRAND RAPIDS, MI 49508/18 PGS/\$1.00  
 G.U.R.U./BRIAN GOSS/6565 SPENCER HWY APT #3003/PASADENA, TX 77505/14 PGS/\$2.00  
 IN BETWEEN THE LINES/SEAN PETTIBONE/2406 RED MAPLE CT./TROY, MI 48098/9 PGS/\$0.75  
 INFILTRATION/LEE BRIDGES/9 WHITE OAK/TROY, MO 63379-3143/13 PGS/\$1.00  
 INTELLIVISIONLINES/RALPH LINNE/8385 FINDLEY DR./MENTOR, OH 44060-3811/8 PGS/\$1.25  
 NEW WORLD NEWS/JAMES THOMAS/3200 LAURELHURST DR./RANCHO CORDOVA, CA 95670/20 PGS/\$2.50  
 PARADOX/CHRIS JOHNSTON/316 E. 11TH AVE/NAPERVILLE, IL 60563/28 PGS/\$1.00  
 PROJECT: IGNITION/JESS RAGAN/12830 N-60 EAST/BURLINGTON, MI 49029/17 PGS/\$1.50  
 THE SHAPE OF GAMING TO COME/DARREN A. KROLEWSKI/38150 MT. KISCO/STERLING HEIGHTS, MI 48310/18 PGS/\$1.50  
 VIDEO APOCALYPSE/MJ LESNICK/15803 SIGNAL CREEK DR./HOUSTON, TX 77095-1624/13 PGS/\$1.50  
 VIDEO GAME REVIEW/TRAVIS SCOTT/8 PEPPERTREE/ANDERSON, SC 29621/22 PGS/\$1.00  
 VIDEO GAME REVOLUTION/NATHAN HAUKE/2915 E. ALLERTON AVE./ST. FRANCIS, WI 53235/24 PGS/\$1.50  
 VIDEO UNIVERSE/GEORGE WILSON/7640 WOODBINE RD./MACUNGIE, PA 18062/30 PGS/\$1.50  
 VIDEO VIEWS/ULRICH KEMPF/PATTERSON RD RRS #212/WATERTOWN, NY 13601/20 PGS/\$1.50  
 VIDEOGAME EXPERIENCE.THE/DAN MACINNES/311 S. 70TH AVE. WEST/DULUTH, MN 55807/24 PGS/\$1.50  
 VIEWPOINT/ALEX FRIAS/265 CHERRY ST. SUITE 6J/NEW YORK, NY 10002/25 PGS/\$1.50



## ATARI 2600 RIP-OFFS, PART 3 OF 3

by Kevin Oleniacz



### DISGUISES (continued)

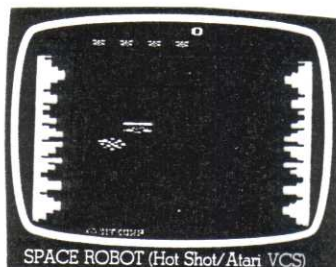
The Australian-based Rainbow Vision was one of the leading companies in terms of manufacturing clones. In addition to the re-released discussion in Part 2 of this column, I should mention that this company also presented their own version of Activision's *Keystone Kapers*, entitled *Hey! Stop!* Although the graphics are shockingly hideous in comparison to Activision's highly defined sprites, the gameplay is only a step below the original. Pursuing a fleeing robot while dodging donuts, arrows and flying saucers adds a lighter note to the dark crime scene. This company also duplicated Parker Bros.' sub-par translation of the arcade game *Amidar* (entitled *Netmaker*). Panda's *Spider Droid* is another dismal clone of *Amidar*.



Besides the identical ripoffs associated with the popular *Atlantis* (by Imagic), some disguises also exist. *Curtiss* (by Rainbow Vision again) transformed well-defined ships into birds and red phoenix's. *Z-Tack* (by Bomb) and *Flying Saucer* (unknown manufacturer) are decent "re-

verse" *Atlantis* ripoffs - rather than protecting your city from ships, you are in command of a spaceship assigned to pick off installations within a city. All the installations appear to be in close proximity to those in *Atlantis*.

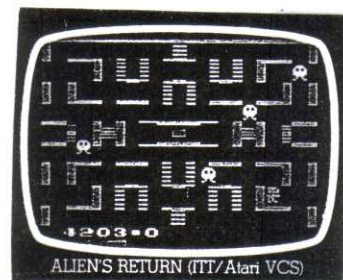
Europe's Puzzy/Bit Corp copied the quartet of releases by the American company Zimag. *Dishaster*, a total flop in the U.S., wasted space on the European market as well under the title *Dancing Plates*. Ditto for *Space Tunnel* (Zimag's *Cosmic Corridor*), a very flat, one-dimensional shooter that appears to have been constructed by someone with a lack of imagination and programming experience! On the other hand, Zimag's kiddie game *I Want My Mommy* was converted into a challenging climbing contest, with a voice added which blurs out the title "Open, Sesame!". *Tanks But No Tanks* (Zimag), *Phantom Tank* (Puzzy/Bit) and *Tank Brigade* (Panda) are all nearly identical.



Dimax did justice with *Space Robot*, where the object is to shoot descending robots instead of high-tech missiles in *Missile Command*. Other clones include Panda's *Task Force*, a slimmed down version of Spectravision's *Gangster Alley*, and *Space Canyon*, where they cloned Apollo's *Space Cavern*. Based upon a cartoon character, Atari released *Taz* in the U.S. but presented it as *Asterix* in Europe. Speaking of Atari, their own *Video Checkers* release was copied and improved by Activision's own Alan Miller. What was your point, Alan?

### SIMILARITIES BETWEEN SYSTEMS

One can notice remarkable similarities when comparing software between the 2600 and other classic systems. In some cases it is tough to determine who is the copycat. Atari was granted the rights to reproduce *Space Invaders* and *Galaxian*, but these appeared with revamped graphics as *Astro Battle* and *Galactic Invasion*, respectively, on the Astrocade. *Gunfight*, a head-to-head western shooter built into the Astrocade, is nearly identical to the 2600's *Outlaw*. CBS' *K-Razy Shoot-out* (for the 5200) is similar to *Berzerk* (2600, 5200, Vectrex). Electra Concept's *Meteorites* (5200) is very close in play mechanics to *Asteroids*. ColecoVision's *Cabbage Patch Kids: Adventures in the Park* follows along the same lines as *Smurf: Rescue from Gargamel's Castle*. "Boxing in" an opponent accompanied by music in *Snafu* for Intellivision sure beats the throbbing pulse in *Surround* (by Atari) or *Tape-worm* (Spectravision) for the 2600. The Odyssey2 also has its share of imitations. These include *Blockout!!/Breakdown!* (2600 *Breakout*), *K.C. Munchkin!* (*Pac-Man*) and *P.T. Barnum's Acrobats!* (*Circus Atari*).



### BORROWED TITLES

A few of the popular 16-bit games re-used titles of classic carts, although the gameplay is not related in any way. *Taz* (SNES, Genesis) originally appeared as a lone screen action contest. *Ghost Manor* (TG-16) was the initial release of Xonox (2600). The appealing *Out of This World* (SNES, Genesis) flopped on the Odyssey2 as a lunar landing challenge. Even SNES' wondrous *Star Fox* once existed as a weak Mythicon (2600) shooting game, a total dud in every respect. 'Til the next issue, happy gaming!

# INTERVIEW!

by Sean Kelly & Joe Santulli

## RAY KAESTNER, INTELLIVISION PROGRAMMER EXTRAORDINAIRE

Once again, courtesy of Sean Kelly's BBS, we were able to reach Ray Kaestner, who designed the classic Intellivision titles *BurgerTime* and *Diner*. Ray is still quite active in the world of computer software. Computer owners should check out Sean Kelly's BBS via modem, 24 hours a day, at (312)-594-1146.

**DP:** What was your line of work before you became an Intellivision programmer?

**Kaestner:** I came to Mattel straight out of school. I was a EE major. Initially, I hired on at Mattel to do handheld games, such as electronic football, basketball, etc. then moved into the Intellivision group after a couple of years.

**DP:** How/Why did you come to work at Mattel?

**Kaestner:** After graduating from UCLA in 1978, I did a lot of interviewing. Most of the local companies in Southern California were defense oriented and I wasn't particularly interested in going down that path at that time. I also talked to a number of chip companies in Silicon Valley. By far, the most interesting job was the one at Mattel. I had my doubts about Mattel's long-term stability, since they had recently completed some litigation about how they were running the business and also since the toy industry in general tends to follow boom and bust cycles. However, in the final analysis, it came down to that sure sounds like it would be a lot of fun.

**DP:** Exactly which games did you personally program? Were you involved in programming any other games?

**Kaestner:** In Intellivision, my games for Mattel were *BurgerTime* and I also did about half the programming on *Masters of the Universe*. After Mattel got out of the business, I worked on *Diner* (a *BurgerTime* sequel) and *Super Pro Hockey* for INTV, who took over the Intellivision business from Mattel. I also worked on the concept development for *Super Pro Football*, though I didn't do any of the programming. In handheld games, I wrote *Computer Gin* and *World Championship Football*. In addition, I also worked with a championship chess player on *Computer Chess*.

**DP:** What was it like working for Mattel?

**Kaestner:** It was a blast! The best part by far was the team that we had put together. There was lots of diversity the talents and interests of members of the group and that added a lot to the quality of the games. In fact, every year there is the annual layoff reunion party, where everyone gets together to reminisce and network and all those sorts of good things. Next year is the 10th anniversary, so there may be some special festivities planned.

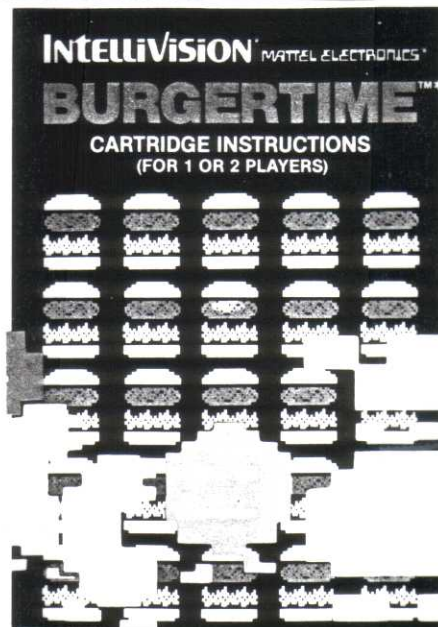
**DP:** Can you fill us in on any 'unfinished' projects that may have been in the works when Mattel Electronics went out of business?

**Kaestner:** When things went under at Mattel, I was working on a sequel to *Masters of the Universe* with a lot of Escher-looking screens. After a few mutations and change in characters and story line, I was able to finish that game as *Diner*, a sequel to *BurgerTime* done by INTV. When INTV bought out the rights to Intellivision, they bought the right to all the work in progress at the time. Much of the work that was fairly far along was later published by INTV, so you can see what was happening at that point. After a while, we ran out of pre-existing work, and so we ended up doing some new work and other sequels to existing games, especially the sports titles.

**DP:** As game collectors, one of the biggest problems we have is finding out exactly what games are out there to be had. Do you know of any games that may be in existence that are not listed on the 'complete' listing I sent you?

**Kaestner:** Boy, that sure was a complete list! I had forgotten about some of the titles you listed and didn't know about some of the others. Off-hand, your list looks pretty complete and I couldn't think of any extras.

**DP:** Do you still own an Intellivision system?



For 1 or 2 Players

**Kaestner:** Of course! Since the machines tended to break-down every so often and since I suspected that it would become increasingly difficult to get them fixed, I made sure to store away 3 or 4 Intellivisions in the attic to make sure that my kids would be able to see what I had done at Mattel. So far, I have only lost one machine, so they were a lot more reliable than I thought they would be.

**DP:** What was/is your personal favorite Intellivision game?

**Kaestner:** Of the work that I did, I would probably rank *Diner* as my favorite, followed closely by *BurgerTime*. I would also rank *Night Stalker* pretty highly. I also played a lot of *Sea Battle* and would count that among my favorites.

**DP:** What is your line of work now?

**Kaestner:** After Mattel went under, since there was so little commercial work around the area and no video games work anywhere at the time, I went to TRW to work on defense systems. Fortunately, I was able to get involved with some pretty fun projects using early versions of Sun Workstations and

so I was able to have some fun, learning lots about GUI and all those things that are still increasing in popularity. I even designed a paint program for a government project, probably one of the only paint programs ever done specifically for the government. Since then, I've moved over to the PC business and am doing Windows work for first for Software Publishing Corporation on *Harvard Graphics* for Windows. I also on their InfoAlliance project, which was one of the first GUI database projects available. Unfortunately, though the market was ready for such a product, SPC was not and the product died an unfortunate death. Currently, I am at Borland working on future versions of *Paradox* for Windows.

**DP:** Lastly, Daniel Bass said I had to ask you about your "Cheeseburger Birthday Cake". What gives???

**Kaestner:** Dan's wife was taking a cake decorating class and one day they surprised me and brought in a birthday cake shaped like a giant hamburger. Obviously the connection was *BurgerTime*.

**DP:** Thanks a million, Ray! Your games have become legend to many of our readers. Keep in touch!



## FANZINE X-ING: DIGITAL PRESS CROSSOVER WITH FANTAZINE!

by Mark Allen with foreword by Joe Santulli



**FOREWORD:** The purpose of this column is to "synergize" with other fanzines. When Pat Reynolds took me up on my standing offer to ALL fanzine editors to trade a column in the name of each other's 'zine, I sent Pat "THE PERFECT VIDEOGAME SOUNDTRACK (or, How to Beat the Four-Channel Stereo Blues)". Pat, in turn, commissioned *Fantazine* staff writer Mark Allen send the following column. Thanks, Pat and Mark. The offer is still open to any fanzine that wants to "cross"!

## ATARI LORD

by Mark Allen

Everyone reading this should buy an Atari Jaguar.

I can already hear a drivel chorus of Ningoondo & Segoon owners screaming "NO!". I block them out & plow forward.

The Jag is the future of home gaming, the 3DO heretical blasphemy. Whether released at \$99 or \$150, Atari's system represents the value gamers crave. It's capabilities will blow the 16-bit systems away at roughly the same price. The 3DO may be fantastic, but at \$700 it won't be seven times more fun. Atari is the king of fun, after all, unless you're a Lynx/Jynx owner

waiting for games.

I've heard rumors that Atari has ruined the system by eliminating its RAM to lower the price. I can't believe they would destroy the womb that is carrying their hope of an Atari reborn. The engineers most likely found a way to make the RAM unnecessary, so Atari decided to capitalize with a good price.

RAM aside, the specs are awesome. Two 32-bit processors & 64-bit graphics speak for themselves. You could play this system without a power supply & it would still be awesome.

Another plausible selling point will be the games. Assuming some software is actually released for the Jaguar, it is realistic that Atari will price them around \$30. This will dramatically undercut the market & wreak some well-deserved havoc. With 16-bit releases at \$69, the choice will be logical. If enough people buy the Jaguar, prices on other products will drop to realistic levels, benefitting everyone.

As for the 3DO, I shudder to think what games will cost. \$100? \$150? Who cares? I could buy an old Cadillac for that much & cruise around in style.

The best reason for the public to support the Jaguar is penance. You bought the Cess NES instead of the 7800 ProSystem. You bought the Game Goon instead of a Lynx. What have we done to our gaming fun? It's time to reject plumbers & hedgehogs, play some games & stop being ripped off.

# RAMBLINGS!\*

....Sega announces Warp-Drive console for U.S. release....TTI's Trio System in development stages....Atari Jaguar news....Software ratings....Dot, dot, dot, dot....

.....Well, well, well, look who's back for another round. It's me, the one and only destroyer of gossip gurus, the Tokenmann. I'm here to shovel my way thru Ho Ho's and Twinkies to give you the latest word on the ever changing video game business. I just flew in from Chicago (an boy, are my arms tired!) and landed with a scoop that only yours truly can deliver..... Hardware hounds are in for a special treat this month as I blow the lid off not 1 but 2 super secret mega machines that are poised to hit these shores soon. So set aside your fears, as I trash these freaks..... from the people who took you to the next level, get ready to take you where no one has gone before! Our buddies at Sega have outdone themselves with their latest creation: the Warp Drive. According to Sega's chief engineer Scott Montgomery, this system is so powerful, it makes 3DO look like an Atari 2600..... this unit has a pair of 32 bit 68040 processors running at an astounding 50 mhz. It also features a custom AMC sprite engine that can generate 1 million sprites on screen at once. Can you imagine a million Sonics scaling and rotating in and out of the screen at will? This puppy can do it! This CD-ROM system features an amazing 128 million colors compared to the 3DO, which is limited to 16 million. The audio portion was not neglected either, as they included a mind-boggling 64 channels of 3D stereo sound. Wow! That's more sound than you can hear, and more colors than you can see! It looks like Sega is setting their phasers to kill this time.....

.....The David Karesh award goes to Jesse Ray-Gun for his Project:Ignition issue which failed to ignite me. I think J.S. ought to axe the companion mag. Break out the marshmallows!.....

.....Switching gears back to hardware, Turbo Technologies has yet another new system waiting in the wings scheduled for a Christmas '93 release. Nicknamed the Trio, this monster in the closet gets its name from the 3 software formats it accepts: cards, all CD's, and its newest format: cartridges. These cartridges take advantage of the system's increased capabilities. Yours truly has learned from a well-informed source that the system is nothing more than a SuperGrafx in disguise! Seems as though all they did was put the old SuperGrafx games onto cartridges..... While there are many new Trio cartridges under development, Mr. T views this as too little, too late. I wonder who's the super-genius that thought up this one?..... Wake up, Johnny Turbo! Don't you think it's time for 32-bit?..... Is it just my imagination, or is World-Net shrinking? Maybe they ought to call it Japan-Net..... What a cook-out!.....

..... After viewing the demo of Atari's elusive Jaguar, this sleek grey unit with its 14-button controller looks set to take the Pole Position in the next generation console wars..... Let's just hope the Missile Commanders don't resurrect too many old titles..... I still prefer the Atari 2600 version of Star Fox to the SNES version..... Now that Sega has a rating system for games, how long before we see a MA-17 version of Mickey Mouse?..... I wonder if Tipper Gore is behind this move?.....

.....It's time to close things up on the Tokenmann show, kiddies, but I shall return with a grab-bag full of gaming goodies for all of you loyal Token-fans..... My God, it's full of stars.....

**TOKENMANN**

\* The opinions and views of TOKENMANN do not necessarily reflect those of Digital Press. In fact, they usually differ wildly.

## HOLLYWOOD LOOKS AT VIDEO GAMES

by Al Backiel

There are several movies in which video games are a part of the storyline.

**TRON**, released by Disney, is a rather elaborate sci-fi epic. A programmer is reduced to "byte size" and swallowed up by a

computer. Here he must fight being taken over by the Master Control Program. Gamers will be able to notice the resemblance of the "grid battles" to the classic games of *Surround* and *Battlezone*. This movie was the inspiration for a slew of games: *Tron Deadly Discs*, *Adventures of Tron*, *Tron Solar Sailer*, and *Maze-a-Tron*, besides becoming a successful coin-op in the arcades. [ED: Tron was released in 1982 and stars Jeff Bridges and David Warner. Leonard Maltin's video guide gives it 2 stars out of 4.]

In **THE LAST STARFIGHTER**, a video game called Star-



fighter is used as a secret test by an alien named Centauri. When a teenager from a trailer park breaks the record he is recruited to fight for the survival of another world. This movie just barely made it out as *Star Raiders II* for the Atari computers and the XE System. A 5200 namesake prototype exists as well. [ED: released in 1984, Wil Wheaton from *Star Trek: TNG* has a small part. Maltin gives it 2 1/2 stars.]

**THE WIZARD** concerns the adventures of three runaways who are hustling their way arcade-to-arcade from Utah to L.A. Their goal is to have their best player compete for the grand prize in the video game finals. Nintendo provided the graphics with several of their games on display. The championship round was *Super Mario Bros. 3*. [ED: released in 1989, Stars Fred "Wonder Years" Savage, Beau Bridges and Christian Slater. Maltin gives it 2 stars.]

**NIGHTMARES** is a collection of four Twilight Zone-style short stories. One of these is a little gem about a teenager's obsession with beating a coin-op game called *The Bishop of Battle*. I don't want to give away the ending, but there are some neat special effects in this one. [ED: released in 1983, stars Emilio Estevez in the videogame segment. Maltin: 2 stars again.]

In **SUPERMAN 3**, there is a scene in which Superman is flying over the Grand Canyon. The movie reverts to a video game at this point featuring the Man of Steel fending off the guided missiles of an evil genius and racking up points in the process. The graphics were created by Atari. [ED: Also released in 1983, stars Chris "Superman" Reeve, Richard Pryor, Annetto O'Toole, Jackie Cooper, Robert Vaughn, and Margot Kidder. Maltin gives it a generous 1 1/2 stars.]

**D.A.R.Y.L.** is the story of a foster kid with amazing abilities. Not the least of which is his prowess with video games such as *Pole Position* and *Missile Command*. He later learns of his origins. [ED: released in 1985, stars Mary Beth Hurt and Michael "Lenny" McKean. Maltin gives it 2 stars.]

In **WARGAMES**, the action centers around a computer simulation called Global Thermonuclear War. A hacker breaks into

the computer at NORAD and plays against the computer. He later finds out that the computer isn't playing for fun, but for real. This one packs a lot of suspense as the world teeters on the brink of disaster. [ED: released in 1983 and stars Matthew Broderick, Dabney Coleman, and Ally Sheedy. Maltin gave it 2 1/2 stars.]

**ANDROID** features graphics done by - Vectrex! Incredible as that may seem, the game of *Star Trek* is an important part of the plot. GCE also did some of the other special graphics. I couldn't help wondering if they were from games under development at that time. [ED: released in 1982, stars Klaus Kinski. Maltin gave it 3 stars... and you thought there was no pleasing this guy!]

**CLOAK & DAGGER** is a spy thriller that centers around the Atari 5200 video game cartridge of the same name. The game falls into the hands of a youngster who immediately becomes the target of the bad guys. The thing that makes this cart so valuable is that it contains an "Easter egg" showing top secret military data. There are subliminal plugs for Atari all over the place. If you look closely you will see: the Atari 5200 *Cloak & Dagger* cart w/label and box, the box for 5200 *Tempest*, several 5200 systems and various other Atari boxes. *Cloak & Dagger* is actually demonstrated showing the title and several levels. Why this game hasn't shown up (even in prototype) is beyond me. Even if you are not into the 5200, this movie is worth watching due to the views of San Antonio, the Alamo, and the River Walk. [ED: released in 1984 and stars Dabney Coleman. Maltin gives this one 3 stars, too.]

**SUPER MARIO BROS.**, the newest release features the adventures of Mario and Luigi. This one has a lot of potential to be a big hit because of the popularity of the games.

Many movies were translated into video games. Unfortunately, they're notoriously weak - merely trying to capitalize on the name recognition. Computers are being used more and more behind the scenes in movie-making to create animation, music, and outrageous special effects.

*Wha'Sup?*  
(What the Digital Press Gang is doing at this very moment)



Bill and some talented friends have been working on a new comic book titled "Vanguard 7". The art & story are complete. They're working on the final draft, then will begin the "find a publisher" task. They'll publish independently if necessary.



Kevin, who works for Grand Union (payroll department), is recovering from a recent cashier's strike that left him buried in work. He rarely talks sports these days, with the Mets kissing the cellar floor the way they are.



Joe is busy this summer, planning a Boston trip with wife Liz around softball & tennis. Off the softball field (hitting .486 after 7 games), he can be found battling weeds and falling apples in his backyard. Definitely minor league material.



Howie is still adjusting to Kentucky lifestyles. We haven't heard from him lately, we believe he is lost in the marshes. Howie, you out there?



Karl thrives in the summer. He's golfing on Fridays, playing tennis on Mondays, and managing the IMS Softball team two nights a week. He's known for his power drives in golf and is hitting .355 for IMS after 7 games.



The Lizmeister is planning a Boston trip and a really big birthday party in July. She's been a great fan not only in the world of videogaming but also in IMS Softball this season.

# SCAVENGER HUNT III!

It's that time again!! Last year's Scavenger Hunt was a close battle between two seasoned veterans of gaming, but we've got four times as many readers this year as last. Can Scavenger Hunt I winner Russ Perry Jr. repeat? Russ won last year's contest by finding 17 of the 19 items on that list. Now you know what you're up against, so play hard!

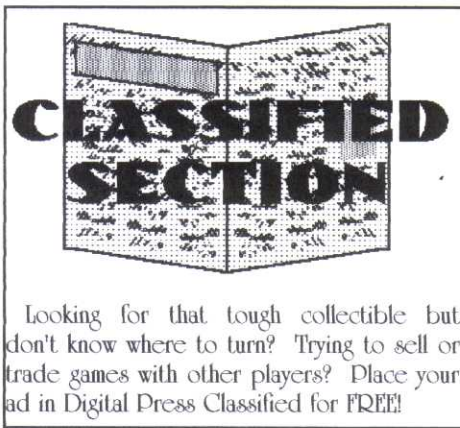
**THE RULES:** Basically the same as last year's. The goal is to find as many of the following odd-ball items by August 31st, 1993. That means the postmarked date on the last item we receive from you must not exceed August 31st. You can send your entire entry at once or in multiple mailings. We will accept reasonable facsimiles (photocopies, photographs). Digital Press staff members may not enter.

**THE LINE-UP:** We tried to be as detailed as possible in the description, since last year a few entrants caught us on a technicality. Still, if you can stretch the definition of an item on the list, you may be credited anyway (clever thinking is what Scavenger Hunt winners live by). If you're not sure about an item, just ask us! You know where we live.

**THE PRIZES:** To the winner go the spoils, and this year, the spoils include a Telegames Personal Arcade system (ColecoVision compatible), a dozen videogame cartridges of your choice from our "classic games" list, a lifetime subscription to Digital Press, an entire issue devoted to you and your winning entry, and... what's this? \$100.00!/? In cash!

## RETURN A COPY OF THIS CHECKLIST (MARKED) WITH YOUR ENTRY!

- A sports card displaying a player who happens to have a videogame character's name (i.e. "Joe Bowser").
- A pin or button that was either packaged with a videogame or having a videogame theme.
- A photograph of yourself standing in front of an arcade machine.
- Any card from the unpopular TRON trading card set.
- The picture of a videogame screen, either on a photograph or on video, of a game with the final score of 666.
- The business card of a Sega employee.
- A videotape containing three commercials of videogames or videogame related products (i.e. "EGM Magazine").
- A wrapper from the Nintendo trading card set.
- A box from a Nintendo 8-bit game that does not display the Nintendo Seal of Quality.
- Any plastic figurine who's made an appearance in at least one 16-bit videogame.
- A comic book with an associated videogame title.
- A CD or cassette containing a song with the word "Invaders" in its title.
- A game cartridge label with a stick of dynamite in the picture.
- A full page movie advertisement of a movie with an identical corresponding videogame title.
- A ticket stub from the Super Mario Bros. movie.
- A phone book entry of "REDD, J" from any town in the United States.
- An instruction manual for a board game based on a videogame - or a videogame character.
- A pair of 3D glasses.
- A *Far Side*™ cartoon with a videogaming theme.
- Any paperback book that has mentions "strategy" on the cover.



Looking for that tough collectible but don't know where to turn? Trying to sell or trade games with other players? Place your ad in Digital Press Classified for FREE!

**FOR SALE:** ColecoVision Antarctic Adventure, Bump 'N Jump, Campaign '84, Frantic Freddy, Gyruus, Spy Hunter, Star Wars: The Arcade Game, Tapper, War Room each for \$12. Congo Bongo, Decathlon, Fortune Builder, Illusions, Sewer Sam, Tutankham each for \$10. Many more cartridges, also sealed Adam software! R&R Software, PO Box 2081, Hanover, MA 02339. Let us know that you saw this classified in Digital Press when ordering - get a free 18 page current catalog of all in-stock items.

**FOR SALE:** Atari 2600 3-D Tic-Tac-Toe (new - \$6), Flash Gordon (cart only - \$8), Hunt & Score (new - \$8), Spiderdroid (new - \$6), Tax Avoiders (box, manual - \$12), Texas Chainsaw Massacre (cart only - \$15), Intellivision Hover Force (box, manual - \$15), Thin Ice (box, manual - \$15), Odyssey2 Quest for the Rings (complete set - \$12). **WANTED:** Atari 2600 Cakewalk, China Syndrome, Crossforce, James Bond 007, Marine Wars, Montezuma's Revenge, Out of Control, Ram It, Skeet Shoot, Spacemaster X-7, Springer, Wall Ball. I know they're out there somewhere. Let's deal! Joe Santulli, 44 Hunter Place, Pompton Lakes, NJ 07442.

**FOR SALE:** Many 2600 & 7800 games new & boxed: \$5 each. **WANTED:** (for 2600) Death Trap, Space Robot, Sir Lancelot, Skeet Shoot, all carts by Bomb, Funvision & Playaround. **ALSO WANTED:** Confirmation that 7800 Pyromania exists and a sign of life from Jim Redd. Call (201) 835-8156 after 7pm or write Kevin Oleniacz, 96 Buena Vista Dr, Ringwood, NJ 07456.

**FOR SALE:** Atari 2600 games. Over 60 different titles. For beginning collectors. For list send SASE to Brandon Hubbard, 26406 Alturas Creek Dr, Moreno Valley, CA 92555

**NEEDED:** Information on any (mainly older and hard to find) NES games. This information will be used to compile an NES encyclopedia. Information needed: Title of game, maker, game type, year the game came out, a brief summary of the game, and a rating of the game in five categories: Graphics, Music, Sound Effects, Control, Overall. Any help would be greatly appreciated. You will receive credit when the encyclopedia is finished. Please send to: Video Game Review, c/o Travis Scott, 8 Peppertree, Anderson, SC

29621.

**SUBSCRIBE TO VGR** today and receive free, Video Game Review's Greatest Games of the NES, Volume 1. Also, a guide to King's Quest V for the NES. Send \$7.50 for a one year subscription (6 issues) to Video Game Review, c/o Travis Scott, 8 Peppertree, Anderson, SC 29621.

**BE IN TWO PLACES AT ONCE!** Send me your want lists and as I search the plentiful bins of local thrift stores that restock Atari 2600/5200/7800, ColecoVision, Odyssey, Intellivision, Bally, and others weekly, you'll be there too. Carts, controllers, consoles. When I find what you need, I'll trade for equal value or sell 25% below the DP Guide price. Dale Curtis, 1170 East 600 South, Salt Lake City, UT 84102.

**WANTED:** Power supply for Odyssey2, or information on substitute (output voltage, polarity and amperage requirements). G.W. Bunting, 9036 Lev Avenue, Arleta, CA 91331.

**WANTED:** Last 4 Atari 2600 carts to complete my Activision collection: Crackpots, Double Dragon, Plaque Attack, Rampage. Rick Zunck, 558 Mitchell St, Falls City, OR 97344.

**FOR SALE:** 2600 systems, accessories, and over 120 different carts, ColecoVision systems, accessories and carts, INTV, Odyssey2 systems and carts, 7800 carts, Coleco Telstar arcade system, Coleco Combat game, and many 2600, Coleco, INTV, Vectrex and Odyssey2 instruction manuals. **WANTED:** 2600 carts: Halloween, Beamrider, Crypts of Chaos, Quadrun, Gremlins, Wabbit, Up N Down, Custer's Revenge, Road Runner, Polaris, Submarine Commander. ColecoVision carts: Evolution, Nova Blast, Sammy Lightfoot, Mr. Do's Castle. INTV carts: Tower of Doom, Dracula, Worm Whomper, Super Cobra. Odyssey2 carts: Turtles, Pachinko, Killer Bees. Vectrex carts: Spinball, Pole Position. Instructions needed (photocopies or originals) 2600: Robin Hood, King Kong, Steeplechase, Subterranea, Atari Video Cube, Escape from the Mindmaster. ColecoVision: Frogger II, Burgertime. Plus other carts and instructions needed for above systems. Also need an Atari 5200 console. Ron Milford, 64 B Street, Avenel, NJ 07001. (908) 636-6809.

**FOR TRADE:** Classic ROMSCANNER by Marjac. Holds 10 games at once for instant play. No collection is complete without one. Send your proposed trades to Dane Galden, Box 15071, Columbus, OH 43215. Best offers will get one (ROMSCANNER is for 2600, but trades don't have to be).

**WANTED:** Microvision: Alien Raiders, Baseball, Bowling, Connect Four, Cosmic Hunter, Mindbuster, Sea Duel, Shooting Star, Vegas \$lots; Parker Brothers Starting Line-Up Baseball game; APF MP1000/Imagination Machine and games; Entex hand-helds; Play-Time LCD Projection System and games; Sega/Tyco Video Driver and tapes; old Japa-

nese videogame magazines; lots more! Russ Perry Jr, 5970 Scott St, Omro, WI 54963. (414) 685-6187.

**FOR SALE:** Atari 2600 Mines of Minos, Astroblast, Dragonstomper, Phaser Patrol, Suicide Mission, Communist Mutants from Space, Swordquest Earthworld, Nexar, Yar's Revenge, Demon Attack, Phoenix, Swordquest Fireworld, Stellar Track, Turmoil, Berzerk, Asteroids, Adventure, Dodge 'Em, Maze, Final Approach, Journey Escape, Space War, Warlords, Space Cavern, Star Raiders, Space Jockey, ET, Spacechase. ColecoVision Space Panic, Venture, War Games, Frontline, Turbo, Destructor, Q\*Bert, Looping, Donkey Kong, Rocky, Zaxxon, Quest for Quintana Roo, Time Pilot, Pepper II, Omega Race, War Room, Baseball. I have the Digital Press Collector's Guide and I'm not afraid to use it! Michael Pearson, 5918 S. Elizabeth, Chicago, IL 60636.

**FOR SALE:** Columns for Sega Master System. \$12. Rich Turi, 122 Star Lake Rd, Bloomingdale, NJ 07403.

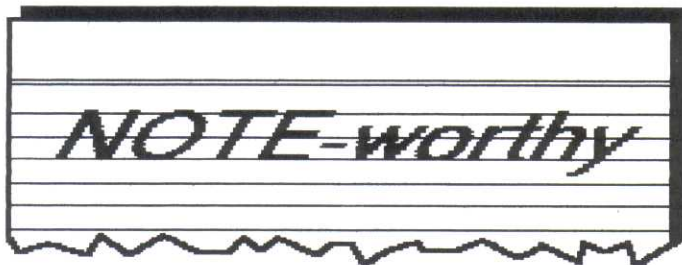
**FOR SALE:** New 7800 & used 2600. Send SASE for list. Mark Allen, 1652 Leonard NE Apt. 315, Grand Rapids, MI 49505.

**BACK ISSUES ALWAYS AVAILABLE! \$1.50 EACH!**

- #1: Neo-Geo: Worth Its Weight?, Atari 7800 Checklist, Worst of Atari 2600 pt 1, Genesis Golf Side-by-Side.
- #2: Whither ColecoVision?, ColecoVision Checklist pt 1, Family Tree: Shooters, Worst of 2600 pt 2.
- #3: How to Train a Non-Gamer, Genesis Football Side-by-Side, Worst of 2600 pt 3, ColecoVision Checklist pt 2, Streets of Rage Strategy.
- #4: Whatever Happened To...?, Vectrex Checklist, Worst of Intellivision, Videogame Mags Side-by-Side, 2600 Rarities pt 1.
- #5: "Life of the Party" Videogames, Channel F Checklist, 2600 Rarities pt 2, Gamepro TV Review, Scavenger Hunt Contest.
- #6: Weird Games, Summer CES '92, Buyer's Guide to Classic Systems, SNES Golf Side-by-Side, Astrocade Checklist, 2600 Rarities pt 3.
- #7: What If?... Worst of Genesis Vol I, Atari 5200 Checklist, Atari 5200 Vs. ColecoVision Side by Side, 2600 Rarities pt 4.
- #8: The Darker Side of Gaming, Odyssey2 Checklist, Collectors Corner: Supercharger pt 1, PsychOpedia begins.
- #9: Ups & Downs of '92, Night Trap Solution, Supercharger pt 2, Intellivision Checklist pt 1.
- #10: Sequels, DP Style, Atari 2600 Rip-Offs part 1, Intellivision Checklist pt 2, ColecoVision A/V inputs, New 5200 Prototypes Discovered, Coleco Adam Feature.
- #11: DP Interviews Daniel Bass, Intellivision Programmer, Worst of ColecoVision, Atari 2600 Rip-Offs part 2.



**DIGITAL PRESS**  
44 HUNTER PLACE  
POMPTON LAKES, NJ 07442-2037



## **SURVEY!**

Russ Perry Jr. would like to know how many people out there own the Supercharger (a 2600 peripheral). Please send a note to the fearless editor (enclose it with your FREE ad or renewal or nasty letter).

## **COLLECTORS!**

If you haven't responded to Kevin Oleniacz' Collector Survey, you're about to miss out big-time! In the next *Digital Press Collector's Guide*, we'll include a list of collectors by system, so that you can get in touch with anyone who plays the games you play - or want! If you haven't responded, just send us your name, address, telephone number (optional), and a list of the systems you own (classic systems only, please!) to: Digital Press, c/o Kevin Oleniacz, 44 Hunter Place, Pompton Lakes, NJ 07442.

## **DUARTE GETS MARRIED COOPER GETS MARRIED**

The latest hobby among popular videogame fans seems to be tying the knot! Since our last issue, two well-known hobbyists have gotten married. Tim Duarte (best known for his long-running newsletter *The Atari 2600 Connection* and recent enterprise *The Videogame Trader*) married Michelle Rayno on May 1st. Elsewhere, collector extraordinaire Jeff Cooper married Rebecca Streets on May 15th. The staff here at Digital Press would like to congratulate you guys. Best of luck in your new life together.

## **COMPUTER GAME 'O THE MONTH**

New World Computing, Inc.'s *Dark Side of Xeen* is a killer RPG for IBM and compatibles. Besides the signature 3-D perspectives, simple-to-use interface, and gigantic size, *Dark Side of Xeen* interlocks with their last effort *Clouds of Xeen!* That means that instead of unloading the last game from your P/C, loading in the new one, and starting from scratch with new characters, you can keep the whole two games on your P/C at once and move freely between the two worlds!

This game has some of the best graphics and sound (especially if you have a Sound Blaster) I've ever seen, especially in a Role-Playing Game. The connectivity between the two is just icing on the cake! Don't miss!



**Digital Press**  
 \$1.50—Bimonthly  
 Joe Santulli, Editor  
 44 Hunter Place  
 Pompton Lakes, NJ 07442-2037

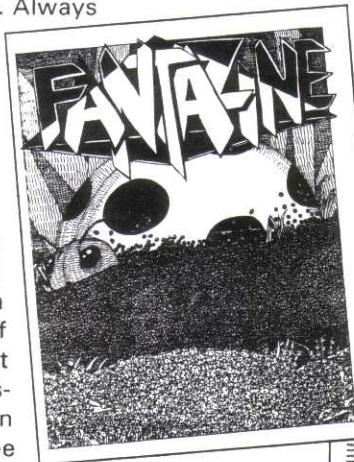
By the time you read this, Santulli should be finished with the 12th issue of *Digital Press*, one of the finest publications in all of fandom. Always a well-written and tightly edited 'zine, it's now even better due to a new desktop publisher and a great new review format that includes notes on each game's roots and collectibility. Expect general industry coverage with a soft spot for the games of the early '80s; "must read" articles in recent issues include information on the discovery of three ultra-rare Atari 5200 prototypes and an interview with Intellivision programmer Daniel Bass.



**Fantazine**  
 \$1.50—Monthly  
 Pat Reynolds, Editor  
 1740 Millbrook SE  
 Grand Rapids, MI 49508

Formerly titled *GameLord*, Pat Reynolds' *Fantazine* makes a good impression with its detailed cover illustrations and insightful articles with titles like "The Way Genesis Games Ought to Be" and "Pat Gets His CD." The review column is well-done, with "big cheese awards" given to the games that "really suck." I'd like to see "The Standoff" become a regular column; the June issue compares Takara's SNES and Genesis versions of *Fatal Fury*. Note to the editor: Try not to respond to readers' letters with the phrase "Guys, guys, guys"; it

makes you sound exactly like the publication you criticized so heavily in your April issue.



**Project: Ignition**  
 \$1.50—Bimonthly  
 Jess Ragan, "Headitor"  
 12830 M-60 East  
 Burlington, MI 49029

Jess had a "bad experience with the copying machine" in putting together the most recent edition of *Project: Ignition*—which is a shame, because nearly every page is loaded with wild cartoons of video-game characters and dead-on caricatures of prozine editors. If you're among the readers who believe that fandom should have an attitude, *P: I* has exactly what you're looking for. Just be

sure to take the contents with a grain of salt—at least Jess has the guts to admit that he hasn't actually played the games he reviews in the "Gaming Forecast" column!



**MASTERminds**  
 \$1—"Close to monthly"  
 Todd Lintner, Editor/Publisher  
 6406 Jacobs Way  
 Madison, WI 53711-3209

Originally created to cover the Sega Master System, *MASTERminds* has grown into one of the most entertaining fanzines in recent memory. Todd's flip-pant editorial stance would be a complete turnoff if he weren't so damn funny—*MASTERminds* hits the nail on the head nine times out of ten when it criticizes the "wuss codes" of certain prozines and the "sucking up" of other fanzines to the video-game companies. Look for general Sega coverage as well as commentary on the industry, movie and album reviews and frequent "Reader Mail" commentary from Russ Perry Jr. (There's that name again....)

There's no way to gauge the reliability of any fanzine, so *VIDEOGAMES* assumes no responsibility for the accuracy of the information presented in *Fandango*. But don't let that discourage you from contacting the fanzine editors mentioned above to request issues or offer your support—the world of video gaming fandom is truly an exciting one.

If you publish a fanzine that you'd like us to cover in a future edition of *Fandango*, put us on your mailing list! Here's the address: *VIDEOGAMES*, Attn: *Fandango*, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Back issues are welcome, particularly if you haven't already been sending them in on a regular basis. Look for the next *Fandango* in a future issue of *VIDEOGAMES*.